PENNSIC
WAR LI

Legal Disclaimers 2
Royal Welcome 4-5
Pennsic Staff 6-7
Letter from the Mayor 8
Rules & Policies 8-15
Handbook for Pennsic Land Agents 15-21
Event Resources 21-29
Troll 21-22
First Aid Point 22-23
Accessibility Assistance 24-26
Newcomers' Activities 26
Pennsic Information Services 26-27
Event Safety 27
Marshalling Conventions for Pennsic LI 28-42
ARMORED COMBAT 30-32
COMBAT ARCHERY 32-34
SEIGE COMBAT 34-36
RAPIER COMBAT 36-38
THROWN WEAPONS 39
TARGET ARCHERY 39-40
YOUTH COMBAT 40-42
STEEL COMBAT 42

Bullying Policy

THE SCA PROHIBITS HARASSMENT AND BULLYING OF ALL INDIVIDUALS AND GROUPS. Participants engaging in this behavior are subject to appropriate sanctions. If you are subjected to harassment, bullying, or retaliation, or if you become aware of anyone being harassed or bullied, contact a seneschal, President of the SCA, or your Kingdom's Board Ombusman.

Statement of Ownership

This is the *Pennsic War Book*, a publication of the Society for Creative Anachronism, Inc. *Pennsic War Book* is available from Tim White, publications@pennsicwar.org. This publication is not a corporate publication of the Society for Creative Anachronism, Inc., and does not delineate SCA policies. © Copyright 2024, Society for Creative Anachronism, Inc. For information on reprinting and artwork from this publication, please contact Tim White, tim.white614@gmail.com, who will assist you in contacting the original creator of the piece. Please respect the legal rights of our contributors.

Cultural Affairs 43-49
Period Games 44
Event Schedules 44-49
Dance Schedule 44
Kingdom Court Schedule 45
Marshal Arts Schedule 46-49
Pennsic Map 50
University Course Guide 51-116

A Royal Welcome

Welcome to Pennsic - let us all celebrate the diversity within Our society, the gathering of people at Pennsic is a pinnacle of diversity and unity as we all come together to celebrate the many facets of the dream that is the SCA.

It is Our pleasure in joining the Royalty of the Known World to help make that dream come true for you. For the success of the Society for Creative Anachronism rests on the strong foundation built from the diverse vision we all bring. We hope that you enjoy all that Pennsic has to offer: combat, classes, shopping & especially new friendships forged over these two weeks. If you find that you have some spare time, volunteer! We want to thank the Pennsic staff for their hard work. Their dedication to Pennsic shows through countless hours of their time they have generously donated to make these two weeks possible. But there is much that needs to be done and they can always use more volunteers.

In this annual clash of rivals, We would ask that honor and courtesy guide your actions on & off the field. Greet your noble opponents and extoll their deeds so that you can celebrate with camaraderie by the fire that night. New heroes are born at the Pennsic War, new stories come to life and new individuals find the magic that is the dream of the SCA. This is your War - be it your first or your fifty-first, make the most of it and share your stories!

Tindal and Emerson
Kings to the Eastern Throne

Unto the good people of the Known World do We, Murdoch and Ríoghnach, Sovereigns of the Sylvan Kingdom of Æthelmearc send warm greetings.

We wish to welcome you all to the Pennsic War and to Our Kingdom. Whether this is your first or fifty-first War it is Our hope and dearest wish that you build fond new memories, make new fast friends, and create new tales to grow into the stuff of legend.

Wherever you find your joy, be it in the lists, on the battlefield, in the classrooms, on the ranges, in service to the populace and the Dream, or simply relaxing in the company of chosen family, it is Our hope you share that joy with all whose paths you cross.

While we all know that at its core, Pennsic is a War and a competition, it is so much more than that. It is a chance to test our skills, share knowledge and talents, partake in the fellowship and camaraderie between friends from all over the world, all while remembering the values of honor, courtesy, kindness, inclusivity, and the best aspects of chivalry that make our Society the special place it is.

During your visit to Our lands, We encourage you to do what you love, try something new, take a class, learn to dance. Take advantage of the multitude of activities and opportunities that Pennsic provides and go home remembering why this Dream of ours is something special and worthy of the time, energy, and care we give it.

In Service to the Dream,

Murdoch and Ríoghnach, King and Queen of Æthelmearc

Greetings unto the populace of the Knowne World and to the attendees of Pennsic War 51 from Ivan and Katalena, King and Queen of the Middle Kingdom!

Since the fall, We have been fortunate to work with our partners in the East, Their Royal Majesties Tindal and Emerson, to develop the framework for what we hope will be a wonderful and joyous experience for all attendees. We look forward to meeting our annual enemies and eternal friends on the fields of battle, the archery and thrown weapons ranges, and in the halls of the arts and sciences for intense competition and delightful fun. Pennsic War is the culmination of over a year of planning and hundreds of volunteer hours before and during the event. People come together from Kingdoms across the Knowne World to lend their knowledge, skills, and time to organize the largest event the SCA holds. We thank all of the staff and the volunteers at all levels who make this event possible and successful. We encourage everyone to take advantage of the wide range of opportunities during Pennsic War. Regardless of your interests or focus, this event offers the chance to do and learn. It provides two weeks to meet new people, develop new friendships, and deepen our existing ones. At its core, the SCA is about the community we build with each other, the support we offer each other, and the time we spend together.

We sincerely hope you find joy, satisfaction, and fellowship during this time.

In Service to the Dream,

Tsar Ivan and Tsaritsa Katalena of the Midrealm

"Annual Enemies, Eternal Friends"

PENNSIC LI STAFF

Mayor of Pennsic 51 – Baron Estgar æt Hrofeceastre (OL, OP, KSCA)

War Administration

Executive Assistant to Mayor – Mistress Molly Schofield, OP
Emergency Deputy Mayor – Baron Manuel de La Rosa y Botella de Mirguela (OP)
Mayor for Pennsic 52 – Syr Gunther KegSlayer (KSCA, OP)
Royal Liaison – Duchess Rustique du Sorde
Head of the Mentorship Program – Nasira Al-Zarqa Hatun bint Ivaz
Morale Officers – Baroness Aneleda Falconbridge (OL, OP)
Morale Officers – Baroness Mahin Banu Tabriz (OL, OP)
Morale Officers – Lady Katla in Mikill Fyrir Sér

Bureau of Finance

Pennsic Exchequer – The Honorable Lady Alays de la Salle, ODH
Quartermaster – The Honorable Lord Torin Ironbow
Chief Purser – Lady Sandy of the Horde
Senior Forager – Mistress Rowena of Avalon (OL, OP)
Senior Forager – Baroness Kathryne Sommerfeldt

Cultural Affairs
Deputy Mayor of Cultural Affairs – Baroness Katerina McGilledoroughe
Dean of the College of Performing Arts – Mistress Tyzes 'Zsof' Sofia
Assistant Dean of the College of Performing Arts – Brehyres Gwendolyn the Graceful (OL)
Theater Arts Track Coordinator – Lady Safiya al-Nahdiyah
House Manager – Lady Avelina del Dolce
Technical Director – Lady Maire ni Sheaghdha
Known World Players Readers Theater Director – Lady Maire ni Sheaghdha
Bardic Track Coordinator – Abigail Whitslow
Bardic Symposium Provost – Mistress Aibhilin inghean Daibhidh
Chorulus Pennsicus Director – Dame Cynthia Anne of Silver Lakes
Known World Choir Coordinator – The Honorable Lady Siri Toivosdotter
Known World Choir Director – Lord Dunstan Stonehill
Children's Choir Director – Lady Tangwystl verch Gruffydd
Youth Choir Director – Mistress Arianna of Wynthrope
Youth Instrumental Consort Director – Lady Tangwystl verch Gruffydd
Music Track Coordinator – Mistress Arianna Morgan
Music Coordinator – Master Albrecht Catsprey
Dean of European Dance – Lady Sonya Flicker called Patches
Assistant Dean of European Dance – Lady Mirabella Walmesley
Dean of Middle Eastern Dance – Baroness Kis Maria (OP, OL)
Middle Eastern Dance Assistant – Lady Jana de Foresta
Middle Eastern Dance Assistant – Lady Safiya al-Nahdiyah
Dean of the School of Games – Lord Aldred æt Aclum
Family Activities Coordinator – Mestresse Leonete D'Angely
Family Activities Coordinator Deputy – Lady Maerwynn of Biedcanforda
Youth Track Coordinator – Edekyn O Fierhie
Youth Track Coordinator Deputy - Larisa of Æthelmearc
Trailer & Pavilion Coordinator – Lord Richard de Troyes
Pavilion Coordinator – Lord Robert of Guildford
Web Minister – Master Gregory Blount
Head Groundskeeper – Lord Charles Tetley

Pennsic University

Pennsic University Chancellor – Mistress Ciara MacRobbie (OP)
Registrar (Class Scheduler) – Mistress Gwynnyd of York (OP)
Deputy Registrar – Mistress Angharad Ferch Tangwystl (OP)
University (A&S) Point Coordinator – Baroness Gina Dragoni
Pennsic University "Thing" User Support – Mistress Artemisia Lacebrayder
Pennsic University "Thing" Development Lead – Lord John Cholemodeley

Event Resources

Deputy Mayor – Baron Tree of the Forest (OP)
Accessibility Assistance – Helewyse de Birkestad
Service Animal Liaison – Drucilla Ailleth
Service Animal Liaison Co-Coordinator & Translator – Matilde

Newcomers' Point Coordinator – Lady Brit Taillyell
Newcomers' Point Deputy – Baroness Margaret Lad (OP)
Newcomers' Class Track Deputy – Lady Cillene O'Caollaidhe (OSW)

Event Safety

Deputy Mayor – Sir Edmund Dracatorr, Viscount
Watch Commander – Baroness Rhiannon of Ravenglass
Adjutant – Baroness Amarie de St Denis (OP)
Law Enforcement Liaison - Gregory of Loch Swan KSCA
Parking Enforcement – Baroness Emmalie the Faire
Parking Staff – Lady Osa the Archer
Parking Staff – Lady Astrid del Greenwode
Waterworks Coordinator – Magdalena Txoperena

Information Services / Social Media

Deputy Mayor – Baroness Brise Sanguin (OP)
Pennsic Publications Editor – Miester Otto von Schwyz (OP)
Website (PennsicWar.org) – Lord Randver Kveld-Ulfr

Martial Activities

Deputy Mayor – Vissevald Selkirksson
Assistant to the Deputy Mayor of Martial Activities – Seraphina Della Torre
Marshal 1 – Olaf Haraldsson
Battlefield Coordinator – Baldric Leeman of NewCastle Emlyn
Pavilion Coordinator – Breyla La Viennete
Woods Battle Coordinator – Brisi Thogrimsson
Tournament Coordinator – Magariki Katsuichi no Koredono

Technical Services

Deputy Mayor – Baron Oscar Goerijs Goriszoon (OP)
Altmulligaman – Master Magnus de Londres (OP)
Department Head Radio/Communications – Baron Aaron the Arrowsmith (OP)
Radio/Communications – Baron Mikjáll bogmaðr
Radio/Communications Wizard – Roseia Posey
Radio/Communications Wizard – John Patrick
Department Head Beautification – Baroness Tysha z Kieva (OP)
Beautification – Duchess Rustique du Sorde
Beautification – Duchess Thyra Eiriksdottir (OP, OL)
Beautification – Lady Aldyth the Gentle
Beautification – Aspen
Department Head Surveying & Lines – Duchess Dagmar Halvdan (OP)
Surveying & Lines Assistant – Dante
Department Head Roads & Signs – Sir Amundr Raudbjorn
Roads & Signs Assistant – Knut Eld of Ironwood
Department Head Paint – Baroness Katarzyna Gwozdz
Department Head Electric – Lady Aennlin Ulrich
Department Head Staff Food – Saffron
Staff Food – Nancy McGuyver
Pennsic Laborers Guild Captain – Duncan McGuyver
Pennsic Laborers Guild – Greystoke
Pennsic Laborers Guild – Moon McGryone
Pennsic Laborers Guild – Edgar Refskegg
Pennsic Laborers Guild – Simon Kermyrdin
Pennsic Laborers Guild – Master Wulfstan the Unshod (OC)
Pennsic Laborers Guild – Lord Morgan Cardiff
Information Technology – Eric Benson

Transportation

Motorpool – Baron John Von der Velde (OP)

Zoning and Planning (Land)
Deputy Mayor – Lady Tananda Densmore
Zoning & Planning Secretary – Lady Marit Rase
Database Support – Athro Rhys ab Ismael (OP)
Land Office Department Head (On-Site) – Baroness Gaerwen of Trafford (OL, OP)
Maps Department Head – Baroness Kelda Jurgenstochtir (OP)
PMAPS Manager – Shelby of Vagabond
Map Archivist – Lady Mordona Mayfel
Map Artist (Illustrated map for watch tent) – Master John Lyttleton
Map Artist Assistant – Amalie Reinhardt
Singles Camping Department Co-Head – Lady Rosie Posey
Singles Camping Department Co-Head – Lord John Patrick
Hospitality Lead – Mistress Constance Waite
Hospitality – Sir Tarl Shadowraven
Hospitality – Lord Edward of Freehold
Hospitality – Lady Maggie Rue
Hospitality – Kathleen Wood

FROM THE MAYOR OF PENNSIC 51

“Shé:kon sewakwé:kon! Tekwanonhwerá:tons. Estgar iónkiats, kanien'kehá:ka niwakonhwentsiò:ten. Akwé:kon énhskat ne tsi entitewahwe’nón:ni ne onkwa’nikòn:ra táhnon teiethinonhwerá:ton ne onkwehshón:’a. Éhtho niiohtónhak ne onkwa’nikòn:ra.”

“Hello everyone! I greet all of you. My name is Estgar, and I am a Mohawk. Let us bring all our minds together and give thanks and pay respect to the people. So let our minds be that way.”

Let me welcome you all to Pennsic 51. You will notice that both the site book and the site medallion have a decidedly Native flavor to them. They pull heavily on the imagery from the Haudenosaunee Confederacy, which is also called the Iroquois, a confederacy, originally comprised of five nations, the Seneca, Cayuga, Onondaga, Oneida, and Mohawk. The land that Pennsic sits on was at one time Seneca land, and I thought it appropriate to recognize the cultures that were here during the period the SCA portrays. You will also notice the usage of the Mayan number for 51 around, again I wish to highlight the indigenous cultures of this land.

Pennsic is an amazing place, that arises from the mists of Western Pennsylvania every July and August, and thousands return “home” to it. And so, part of my greeting is from our “Thanksgiving Address,” I truly wish for us all to take a moment and greet and thank all the people here. Without the people, Pennsic does not exist. Is it a physical place? Yes. Without the people though, it would not be Pennsic. So let me be the first to say thank you, and to greet you.

To the Mighty Monarchs of the East, Middle and Æthelmearc, I greet and thank you.

To the myriad other Kingdoms, I greet and thank you.

To the populace of the Known World, I greet and thank you.

To the many volunteers who make Pennsic happen. I greet and thank you.

Pennsic does not happen without the tireless efforts of the staff, and I can tell you, Pennsic has an amazing staff, yet we are always looking for help. So, if you have time, come sign up for a shift working the watch, or gate, or family activites, or info point. There are so many places that could use your help.

Together, let us make Pennsic 51 a War to remember.

Ó:nen ki wáhi (I’ll see you soon),

Estgar

Mayor 51

PENNSIC WAR CODIFIED RULES AND SITE POLICIES

The Pennsic War will run from 9 AM on Friday July 26, 2024, for land agents, Noon for all attendees to Noon, Sunday August 11, 2024, when all attendees must be off site. During that time all Site Rules, Site Policies, and Division and Department rules of the Pennsic War are in effect. Please note that all people in attendance at Pennsic War are expected to respect and abide by the rules and policies of Cooper’s Lake Campground; The Pennsic Event Staff; and the Governing Documents of the Society for Creative Anachronism, Inc.; and the Laws of the Commonwealth of Pennsylvania and the USA. Anyone who chooses to ignore these regulations may be subject to appropriate sanctions. Contained below are the general site rules and policies of the Pennsic War. However: additional policies specific to Martial Activities, are also in effect and delineated under separate announcements and postings.

1. There shall be no firearms, fireworks, airborne lanterns (including Japanese Lanterns), or chemical weapons of any kind permitted at Pennsic. No fire performing in public spaces.
2. There shall be no cutting of trees, branches, shrubs, or other foliage for any reason, including, but not limited to, use as firewood.
3. Do not alter, remove, or damage any campground fencing for any reason. This includes temporary fencing erected for parking or traffic control. This shall include caution tape markings.
4. Do not use the sinks in the bathhouses for any purposes other than those for which they are intended; prohibited uses include but are not limited to: the washing of dishes, utensils and/or clothing, as well as bathing.
5. Pets are not permitted at the Pennsic War. Trained Service Animals as defined in The Americans with Disability Act of 1990 (as amended) Title III, § 36.104: and guide and support animals as defined by the Pennsylvania Human Relations Act (PHRA) of 1955 (as amended) section 5.i.1, and otherwise defined within the PHRA and its explanatory documents are welcome. For more detailed infor-

mation, please see the Accessibility Assistance policies.
6. Absolutely no horses are permitted on site.
7. Absolutely no boats are permitted on the lake.
8. There is a 10 MPH/16 KPH speed limit for all roads within the campground. Use special caution in congested areas. The posted limits may be too fast for local conditions.
9. No martial activities of any kind shall be permitted outside of the proper, designated areas. This includes, but is not limited to: siege weapons, youth combat weapons, thrown weapons, rapier, archery, armored heavy combat and/or modern martial arts.
10. No power earth moving equipment may be employed without advance written permission of Cooper's Lake Campground management. This includes but is not limited to: power augers and bobcats. Also prohibited are tools such as: gas generators, gas lawn mowers, gas weed eaters, and chainsaws. There will be no exceptions.
11. If you have brought any single water receptacle with a capacity of 100 gallons or more, you may not fill it from the Cooper's Lake water supply, nor may you drain it here.
12. No structure may be taller than 16 feet. Construction projects shall be defined as any non-tent structures, including but not limited to gates, towers, houses, scaffolding, etc. APPROPRIATE PENNSIC WAR STAFF AND COOPER'S LAKE CAMPGROUND MANAGEMENT RESERVE THE ABSOLUTE RIGHT TO ORDER ANY CONSTRUCTION PROJECT BE DISMANTLED.
13. NO bicycles, personal golf carts, rollerblades, skateboards, mopeds, scooters, hoverboards, tricycles, unicycles, or trail bikes will be permitted. ECVs and electric wheelchairs are permitted, however they are required to adhere to the posted speed limits in the campground. In addition, any trailer attached to any ECV or electric wheelchair must be done properly and not impede the safe operation of the EVC. Capacity of these units shall be restricted to one person per unit.
14. NO trenches or wastewater pits may be dug deeper than 3 feet. All pits must be filled in prior to leaving the event. **NOTE:** There is NO DIGGING of any sort to be undertaken in blocks: W02, W03, E06, & E10 without explicit permission granted by the War Office. In the lower half of W07 no stakes or digging deeper than 12 inches may occur.
15. Public address systems may not be used after 10pm. All Amplifying systems that can be heard outside of a camp must get approval from the Mayor's Office before being used.
16. Do not post any notices/announcements in or on any portable toilet (Porto-san) or any other Campground facility.
17. You may not plug electrical or electronic devices into any outlet in any Cooper's Lake Campgroundbuilding or Pennsic War facility.
18. The use of Drones, Deer cams, static optical devices, dash cams and any and all surveillance devices is strictly prohibited on any Cooper's Lake Farms, Inc. property.
19. Any person who tampers with, moves, destroys or vandalizes any facility or property of the PennsicWar or Cooper's Lake Campground, without the express permission of staff members of Cooper's Lake Campground or Pennsic War who are authorized to grant said permission, will be subject to possible immediate ejection from the event, along with any person who might harbor or abet them in said violations. These properties and facilities include but are not limited to: Road Signs; A&S tents; Golf Carts; the Barn; the Great Hall; Bath Houses; Battlefield Set-ups; Tables, Chairs, Benches and Picnic Tables used by Pennsic War; and any other item that non-staff members are not entitled to use.

TROLL POLICIES

What you need to check in:

1. **A GOVERNMENT-ISSUED PHOTO ID** which has your photo, name and birth date on it will be required. Most drivers' licenses meet these criteria, as do most government-issued ID cards. If yours does not, please have a secondary form that we can check against your primary one (for example, a work/building pass with your name and picture on it, and a government-issued ID with your name and birth date on it).
2. **Proof of membership** if you wish to take advantage of the discount. Any Milpitas-issued item with your name, membership number, and expiration date on it will do. Mailing labels, such as the ones on your Kingdom newsletter or the TI, have all the pertinent data. Fighters' authorization cards are NOT acceptable as proof of membership.
3. **Sufficient cash or credit card to cover the cost of your entry** (CHECKS, MONEY ORDERS AND TRAVELER'S CHECKS WILL NOT BE ACCEPTED). If you are pre-registered, additional fees may be required. As always, personal checks will NOT be accepted. Refunds will not be granted after you have passed through troll and received your medallion. COINS WILL NOT BE ACCEPTED AT TROLL.
4. If you arrive with a minor who is not your own child, you must be at least 21 years of age and present at Troll the following for EACH minor child for whom you are responsible.
    a. An original (no photocopies or scans will be accepted) SCA "*Minor Waiver & Consent to Travel/Medical Authorization Form*" (often referred to as the "Florida Form") – fully completed by the minor child's parent/legal guardian and duly notarized on both the top and bottom halves of said document for EACH minor child.
    b. The required paperwork is found on the SCA Web Page at: ***https://www.sca.org/wp-content/uploads/2019/12/FloridaWaiver.pdf***
    c. You will be required to sign a waiver in the child's name before admittance.
    d. Upon completion of this process, YOU will be considered the notarized guardian of said minor(s) for the duration of the Pennsic War.
    e. Lying on these waivers constitutes fraud and will result in your family's expulsion from the campground.
    f. Children under the age of 10 must be within voice range or in sight of a responsible adult or teenager at all times. After 11 p.m., minors under 18 must be in their encampments or in the company of a parent, legal guardian, notarized guardian or designated adult.
    g. If Cooper's Lake Campground or Pennsic War Event staff finds minors in breach of these rules, they will, for a first offense, escort the minor to their parent(s), legal guardian or notarized guardian, and issue a verbal warning. A report of the incident will be tendered to the host Kingdom Seneschal. On a second offense, the parent(s), legal guardian or notarized guardian will be required to keep their minor(s) with them for the remainder of the Pennsic War. A report on the incident will be tendered to the host Kingdom and Society Seneschals. On a third offense, the minor(s) and parent(s), legal guardian, or notarized guardian will be expelled from the event and the matter will be reported to the host Kingdom and Society Seneschals.
    h. All sponsored organized Youth Activities at Pennsic War shall be in compliance with the Governing Documents and Policies

of the Society for Creative Anachronism, Inc. These policies do not relieve parents or guardians of their primary responsibility for the welfare and behavior of their children and ensuring that their children's activities are compliant with the current Pennsic War Site Rules and Site Policies.

5 **A parent, or legal guardian, or notarized guardian must remain at the War for as long as the minor remains on site. No minor may be left unattended at the site.** Emancipated minors must show legal proof of emancipation, in addition to the ID mentioned in section 1.

6 Other important check-in details:
   a. Please note that there are no single day admission rates for visitors. This includes family, friends and clergy. Everyone attending Pennsic shall pay the full requisite fee from the date of their arrival until the end of the War regardless of when they arrive, depart, or how long they stay. THERE ARE NO EXCEPTIONS TO THIS RULE.
   b. If you are getting a ride from someone who is not staying, they are not allowed to enter the campground without an escort, and we are always short of those. So, plan on an extra delay while we try to find a volunteer to act in that role. Escorts are there for dropping off and unloading only (not for assisting in setting up camp or socializing) and will be escorted off site immediately afterwards.
   c. We cannot transfer pre-registrations to another person. If you are unable to attend Pennsic and are already pre-registered, you need to request a full refund from Cooper's (see Coopers Lake website for deadlines)
   d. We WILL NOT give out personal information at the gate. This includes confirming if someone is on site and where they are camped. This is a privacy issue; please respect it.

7. Each visitor to the War shall be issued a medallion at the Troll Booth when they arrive. This medallion is your personal receipt and access pass into the War. Each medallion issued is designated to a particular individual; the medallions are not transferable. All visitors attending the War shall always wear their medallions and shall produce their medallions for Cooper's Lake and Appropriate Pennsic War Staff members upon request.

Please ensure that you take your medallion with you when you leave your campsite for any reason. Please note that when traveling between some sections of the campground, including the battlefield, you will be asked to show your medallion. Anyone attempting to re-enter without a medallion will have to go through the Troll Booth process again and pay the appropriate fees.

Enter the site only through the designated entry/re-entry areas. Do not cross or remove fences to enter or re-enter the site. Anyone attempting to enter or re-enter the Campground without a medallion, either by crossing or removing fences and/or by transferring medallions shall be evicted from the site without refund.

SPECIAL GAS LINE RESTRICTIONS
Additional fire pit restrictions in blocks E11, E18, E20, E24, W02, W03, AND W21, must be observed due to an underground high-pressure natural gas line that runs through those areas.

No fire pits or ground fires are to be placed within 50 feet of the Right-of-Way of the gas line. Violation of this rule may cause the gas company to exercise their right to demand that no camping of any type be allowed in this area. Violations of this rule will not be tolerated. The center of the gas line will be marked with a dotted white painted line. Dotted white lines will mark the 25 feet on each side of the centerline. Tents are allowed if stakes are less than 3 feet in length.

No tents or other structures are to be placed within 10 feet of any gas company marker or vent. Markers and vents must be accessible from the nearest road at all times. A blue painted circle will mark markers and vents. NOTHING is to be placed within this circle.

GARBAGE DISPOSAL AND RECYCLING
There are dumpsters located throughout the campground. These dumpsters are the only proper location for the disposal of garbage and/or refuse. Prior to departing Pennsic, stack raw wood materials (plywood, 2x4's, etc.) next to the road nearest to your camp. Wood should not be placed in or next to the dumpsters. Because of safety factors, DO NOT remove anything from the dumpster/dumpster area. Under no circumstances may garbage or refuse be burned. Please be sure to remove all personal property from the site by NOON on the final SUNDAY of Pennsic. **Anything found after that time shall be considered abandoned property and may be disposed of by the event staff and/or Cooper's Lake Management.** Do not leave any large items (furniture, mattresses, old tents, etc.) in your encampment when departing, even if you intend to abandon them. Each individual is solely responsible for removing all such large items from the campground; the rubbish service employed by Cooper's Lake Campground will not remove such large items on your behalf. Cooper's Lake Campground recycles. Please take all recycling to the recycling station located on the battlefield at the "Field Gate".

HAY/STRAW AND MULCH USE
Hay and/or straw may not be used as rushes or ground cover in any camping area without the express permission of the Cooper's Lake Campground management. Should such permission be granted, hay and/or straw will be made available for sale at the Camp Store. The purchase price includes the cleanup fee. PLEASE DO NOT BURN HAY AND/OR STRAW.

Mulch (sometimes called wood chips) may not be brought into the campground, nor may it be used for any ground cover. Mulch causes severe damage to the grounds and could become a health hazard.

Hay bales from the battlefield and from the Middle Eastern Dance Tent are NOT for common use. These hay bales are for battlefield Scenarios and for Middle Eastern Dance activities and may not be removed. Any group caught with unauthorized hay/straw will suffer severe consequences.

MAIL AND PACKAGE DELIVERIES
Deliveries to individuals who are not merchants will be held at the Merchant's Office. It is the responsibility of each individual expecting a delivery to check with the Merchant's Office during the office's business hours. Any package or mail not collected by close of the Mer-

chant's Office on the last Friday of Pennsic may be returned to the sender or disposed of at the discretion of Cooper's Lake Management. Delivery information for merchants is included in the merchants' information package. Remember that the Cooper's Lake Campground address (205 Currie Road, Slippery Rock, PA 16057)

RENTALS AND DELIVERIES
The rental or purchase of goods and merchandise between an attendee and a local vendor including, but not limited to; firewood, pizza, rental tents, tables/chairs, catered food, propane, rental appliances, oxygen deliveries, and lumber deliveries are considered a private contract between the two parties and as such is their responsibility to coordinate the delivery thereof, subject to the following section. The staff of Pennsic War and Cooper's Lake Campground will not be directly involved in the delivery of any goods. You, the attendee, will be required to meet your vendor at the appropriate point of entry to receive your articles.

GENERAL DELIVERY / PICKUP DATES & TIMES FOR ALL DELIVERIES
- No deliveries allowed before 9am on Saturday opening weekend.
- All deliveries must be made between the hours of 9am and 6pm.
- All goods MUST be picked up by 5pm, Monday after Pennsic ends or they will be considered abandoned and forfeit.
- All vendors upon completion of their delivery are to leave the campground. Failure to do so may result in the vendor being barred from future entry.
- If you are renting a shade tent or bringing a shade tent for the battlefield, please note that they cannot be set up before 8 am on 2nd Tuesday of Pennsic, without specific permission of the Deputy Mayor for Martial Activities. Battlefield tents require a tent ID tag, available from the Battlefield staff. Tents without proper ID may be removed from the field.

FOR RENTERS / ATTENDEES
Provide to your Vendor:
1. Modern name under which the items are being rented/purchased.
2. The date and estimated time you wish to have your item(s) delivered.
3. Cell Phone Number.
4. On-site Contact Person (with cell phone number if different from above).
5. Group Camping With (including block number if known at time of arrangement).
6. Which entry point do you wish to meet them at (West Gate, North Gate, Main Gate, Parking/Battlefield Gate).

MERCHANTS
There shall be no selling, vending and/or merchanting permitted outside of the designated market area. It is the sole responsibility of the individual merchant to comply with all applicable tax and licensing regulations and/or requirements. This includes Outside Catering that much me coordinated through the Merchant Office.

PICNIC TABLES, FOLDING TABLES AND FOLDING CHAIRS
Please recognize that there are not enough picnic tables for every encampment to have one in camp. Picnic Tables in the Great Hall and other Pennsic tents are not to be used by any individual or group. Folding tables and chairs located in public tents ARE NOT to be removed from those tents.

QUIET HOURS
Quiet hours shall be enforced between 2:00 A.M. and 7:00 A.M. throughout the campground. Please be considerate of your neighbors when you are contemplating high-decibel nighttime activities such as drumming, piping, singing, etc.

SMOKING POLICIES
There is no smoking permitted in any public building or public tent, golf cart, or bus. Please dispose of cigarettes or cigar butts in the proper receptacles and be courteous of others when smoking in public areas.

TRAFFIC & PARKING POLICIES
The following policies provide a comprehensive set of rules governing the operation of motor-vehicles during Pennsic. Due to the close proximity and large volume of pedestrian traffic and other considerations, the operation of motor-vehicles on the grounds of Cooper's Lake Campground (CLC) during Pennsic presents safety concerns. As such, these rules are designed to allow participants the convenience of accessing their camps under limited circumstances, while reducing the likelihood of accidents. These rules have been written as informed by specific incidents and issues which have been observed by CLC and Pennsic staff and are an effort to ensure equal and fair access, while equally ensuring safety for all participants.

DEFINITIONS
- **Motor-vehicle:** Any vehicle which uses a motor (electric or petroleum-based fuel) to provide its primary means of movement. This includes motorcycles. This does not include personal mobility devices ("scooters") and golf carts.
- **Passenger vehicle:** Any motor-vehicle with an overall length **less than 22.5 feet** (270 inches). This includes pickups, SUVs, conversion vans, and some box trucks. (The longest consumer vehicle produced is the Ford Super duty with crew cab and 8' bed which is 267 inches long.)
- **Oversized vehicle:** Any motor-vehicle with an overall length **more than of 22.5** feet (270 inches). This includes box trucks, converted buses, RVs, etc. It does not include pickup trucks, SUVs, and conversion vans or box trucks less than 22.5 feet in length.
- **Trailer:** Any wheeled vehicle which is towed behind another vehicle, and which lacks its own motor. This does not include racks or trays which attach to a vehicle but do not have wheels of their own. This also does not include trailers which have been converted to a mobile camping structure as defined elsewhere in Pennsic rules or policies.

- **Personal mobility device ("scooter"):** A vehicle, typically on three or four wheels, which provides a method of propulsion (motor) to its user for purposes of mobility and access. This does not include bicycles, "foot-powered" scooters, skateboards, or other recreational, human-powered means of transportation. "Walkers" and other human-powered walking aids are not included in this policy. For purposes of this policy, "motor" in this circumstance is exclusively electric as gas-powered devices are not allowed by policy of CLC.
- **Parked vehicle:** Any immobile motor-vehicle without a driver behind the wheel.
- **Stopped vehicle:** Any immobile motor-vehicle with a driver behind the wheel.
- **Parking:** Designated lot within the CLC for purpose of parking motor-vehicles.
- **VIP (or paid) parking:** A subset of lots specifically designated by CLC personnel. VIP parking is a function of CLC and requires you to surrender your Pennsic parking tag in order to access VIP lots.
- **Disability parking:** A subset of lots specifically designated by CLC personnel. These lots require a visible disability license plate or hang tag.
- **Roads/Roadways:** Pathways for vehicles and pedestrians marked by natural boundaries (pavement/stone) or by markers (painted lines) or both; and typically indicated by signage at the end or intersection.
- **Nighttime hours:** Hours from one half-hour past troll closure until troll opens the next morning. For purposes of this policy, that is defined as 10:30PM until 6:00AM.
- **"Party hopping":** The use of a motor-vehicle to travel and/or transport a person or persons within the campground, to or from any and all types of events, regardless of whether the driver has or has not consumed alcohol. This definition is not limited to nighttime hours.

TRAFFIC POLICIES

- The operation of motor-vehicles on CLC presents a risk to operators and pedestrians. As such, the following rules are to be enforced during the entirety of the Pennsic event:
- Motor-vehicles in motion within CLC must remain within roadways, except when entering / departing a participant's campsite. Participants are encouraged to ensure appropriate planning to allow for motor-vehicles entering/departing their campsite to do so without impeding the roadway.
- All motor-vehicles must obey traffic signals. This includes one-way markers and posted speed limits. Note: the overall speed limit within CLC is 10MPH. For most motor-vehicles in motion, this pace DOES NOT require the use of the motor-vehicle's accelerator to maintain on level ground.
- No motor-vehicle may be operated, except in emergency situations, within CLC during nighttime hours South of Dragon Trace and Currie Road (that is, the lower "half" of the site essentially south of the troll, great hall, and Penn Marketplace areas). If you need to leave site during nighttime hours, please contact the Watch and you will be escorted safely offsite.
- Motor-vehicles which must be operated (under escort in precluded areas) during nighttime hours must operate using headlights (not just parking/driving lights).
- During nighttime hours, motor-vehicles may enter CLC via the North and Battlefield gates for the primary purpose of reaching parking areas. While this does require the operation of motor-vehicles in areas north of Troll, the operation of motor-vehicles during nighttime hours is strongly discouraged even in areas not otherwise forbidden by other parts of this policy.
- "Party hopping" of all types is forbidden. The use of motor-vehicles for certain combat related activities (e.g. transportation of combatants/participants to/from any martial activity) is strictly at the discretion of CLC personnel and Pennsic event staff. In such events (e.g. the Woods Battles), special and designated traffic and parking practices may be used to control traffic. All participants in this event agree to expressly follow the instructions of event staff for the safe operation of these large events. Failure to comply with event staff instructions presents a risk of serious injury and as such, is potential grounds for expulsion from the event or other appropriate sanctions.

PARKING POLICIES
General Rule:

- In general, motor-vehicles are not allowed to be parked anywhere outside of designated Pennsic event parking areas – even if the motor-vehicle is "covered". There are specific exceptions to this rule which are outlined below.
    - The intention of this rule is that all motor-vehicles must be parked within parking areas. If you find yourself confronted by parking staff about a motor-vehicle being parked in your camp or elsewhere outside of parking areas; and find yourself defending a violation of the reasons below, you should ask yourself why you are attempting to defend a violation of the principle and intent of this rule.)

The following rules will be enforced for the entirety of Pennsic:

- Motor-vehicles may not be parked on a roadway. "Insufficient space" inside or outside of a specific camp does not justify a participant stopping or parking their motor-vehicle in a way to impede a roadway for personal convenience. Note: this may mean you need to park at a short distance from your camp in order to maintain clear roadways.
- When loading and unloading a motor-vehicle, if you are unable to pull into your camping area, you should stop or park any motor-vehicle on the EAST (towards I-79) and NORTH (towards the main parking lot) sides of the road. In areas of the site where this is impractical (due primarily to terrain), you should always stop or park on the same side as other motor-vehicles which may already be stopped or parked on the roadway.
- There is no stopping or parking allowed in front of the CLC store or in "Town Square" (the area in front of Information point and adjacent to the ice vending). Stopping or parking in these areas is strictly limited to CLC staff and vendors. Failure to comply with this restriction may result in immediate towing of a motor-vehicle. "Ice runs" and "grocery runs" to CLC shopping venues are not a justification for disregarding this rule. Attendees of Pennsic are not CLC staff and may not use CLC Staff parking tags to circumvent this (or any) rule.

Enforcement of the following rules will commence at 6:00AM on Monday of "Peace Week", and will continue through the event until 6:00PM on Friday of "War Week":

- Motor-vehicles may not be parked in camp. There is no disability exception to this rule.
- In general, attendees have six (6) hours from arrival (as noted on your motor-vehicle's "hang tag" provided when you troll in) to unload your motor-vehicle and move it to parking – not including nighttime hours. Due to nighttime driving restrictions, the following practical guide is being provided in order to clarify expected times for your motor-vehicle to be moved:

Arrival Time	**Time by which motor vehicle should be in parking.**
Troll opening to 4:00 PM	6 hours from arrival on that day.
5:00 PM	7:00 AM of the following day.
6:00 PM	8:00 AM of the following day.
7:00 PM	9:00 AM of the following day.
8:00 PM	10:00 AM of the following day.
9:00 PM	11:00 AM of the following day.
10:00 PM	Noon (12:00 PM) of the following day.

- Stopped motor-vehicles (as defined above) are allowed on-site to facilitate practical transfer of items to/from campsites (e.g. "town-runs", etc.). Motor-vehicles must not impede the roadway while stopped. If the driver exists the motor-vehicle, the motor-vehicle is considered parked and, if outside of the allowed six-hour arrival window, the motor-vehicle is subject to parking policy enforcement instantly.
    - ♦ Note: practical consideration of this rule means parking enforcement personnel will use significant discretion and observe interaction of parked vehicles which may be returning from a town run to unload. As long as attendees are actively unloading a vehicle, they will not be asked to move to parking. The intent of this rule is to prevent attendees from returning from a town run and parking their motor-vehicle in camp longer than necessary to unload. We ask attendees to plan appropriately to have necessary assistance in their camp to facilitate unloading such that attendees do not have to remain stopped or parked beyond any time necessary to unload.

The following policy/practices are in effect for designated parking areas throughout Pennsic:

- General parking areas are for passenger vehicles only. **No trailers are allowed in general, VIP, or disability parking**. Trailers parked in any of these areas are subject to immediate towing/removal.
- All vehicles (including trailers) should be parked in a way which allows the maximum, efficient use of the parking area for all participants. In most circumstances, this requires a **maximum** of four feet between vehicles.
- Vehicles may only be parked perpendicular to the direction of travel in the lanes ("face in" or "face out" to the ropes in the lane).
- Trailers may be parked **only** as follows:
    - Detached trailers may be parked in the trailer parking area. This area is in the far northeast corner of CLC and is marked by signage indicating "trailer drop-off". This area is for detached trailers only – parked with tongue facing the travel lane for access.
    - Attached trailers (that is, trailers which remain attached to their towing vehicle) may be parked in **oversized parking only**.
- Oversized vehicles must be parked in the designated oversized parking areas. Oversized vehicles parked in general, VIP, or disability parking may be towed.
- Disability parking is for the use of those who have a marked (license plate or hang-tag) indicator of authority to use these parking areas.
    - No personal mobility devices may be left in disability parking to "hold" a space. Areas adjacent to disability lots will be provided for you to leave any personal mobility device.
    - Vehicles without a marker (license plate or hang-tag) parked in disability parking will be subject to immediate towing.
    - Trailers may not be parked in disability parking.
    - (Note: The ADA only requires CLC provide a minimum number of spaces based on attendance. That requirement is far below demand, in the range of ~120 spaces. Every effort will be made to provide sufficient disability parking to support attendees of the event, but parking – including disability parking – is a first-come, first-served commodity.)
- VIP parking is controlled by CLC and requires attendees obtain a replacement parking pass (in exchange for your Pennsic hang-tag) from the War Room. Hours and availability for these passes is strictly controlled by CLC staff. Use of a VIP parking pass does not entitle the holder to any additional benefit other than the ability to park in designated VIP parking areas. VIP parking pass holders are subject to all other provisions within this policy.

TOWING POLICY

- Vehicles which: block essential services such as Porta-Johns, Pennsic War facilities, CLC facilities; park in specifically marked "no parking" zones; whose driver, passenger(s) or other attendee(s) remove road barricades on closed roads; or block or otherwise obstruct the ability of emergency services to perform their task or the bus to pass, are subject to immediate towing without any prior notice.
- Vehicles which are improperly parked or are in violation of any site rule or site policy are subject to immediate towing without any prior notice.
- Warnings may be provided based solely on the judgment of Event Safety personnel but are not required.
    - All costs of towing vehicles shall be the responsibility of the Owner/Operator of the vehicle in question.
    - The Watch will maintain a list of all towed vehicles and which towing company is holding the vehicle. If your vehicle is

towed and you need contact information about the company, please contact The Watch.

RV CAMPING

- RV's have their own camping area and regulations. Arrangements for RV camping must be made through CLC.
- No one may live in a registered motor vehicle other than those in RV Camping. There is no disability exception to this rule.

DISABLED / STUCK VEHICLES

- If your vehicle breaks down in the middle of a road or parking area, or becomes stuck in some fashion, please leave a note on the dashboard identifying the issue and the time it occurred and then immediately report the breakdown to the Watch Tent. Unreported disabled vehicles that are improperly parked or block access as described in these policies, will be towed, without notice, at the owner's expense.
    - Should your disabled vehicle need extraction, you may contact the CLC War Room for determination if assistance/towing is possible. Due to increased use of plastic in car construction, CLC may decline to tow/extract your vehicle, if in their opinion, an unsafe or damageable condition exists or may occur.
    - If your vehicle is declined for towing/extraction, you will be required to contact a commercial towing company (information on available companies may be obtained from The Watch or in other section of Pennsic Site Rules).

UTILITIES

- Please do not block access to water spigots or electrical boxes. Should you attach a hose to a water spigot, it must be equipped with both a vacuum breaker and a y-connector. Any unattended hose that is attached to a spigot and does not conform to this policy may be confiscated by the event staff and/or Cooper's Lake management. Please do not run hoses across roads.
- Wastewater (Grey Water) may be disposed of by digging a wastewater sump in your camp. Please do not dump your wastewater into the lake, stream or at any of the water spigots. Please ensure that everyone in your encampment is aware of the locations of all wastewater sumps and please fill in all sumps before leaving the War.

Under NO circumstances may the existing utilities be altered and/or modified in any manner. You may not access or tie into any water lines or electrical boxes in order to install new or additional connections. Anyone attempting to alter and/or modify any of the existing utilities may be evicted from the site without refund and shall be responsible for any and all damages resulting from their actions.

NO personal washing or bathing is permitted at the water spigots. Please be courteous when using showers. Please try and conserve hot water whenever possible.

'No Dumping of any Black Water is allowed on Coopers Lake.

ALCOHOL

The legal age for the consumption of alcohol in Pennsylvania is 21 years of age. Attendees of the War may obtain alcoholic beverages off-site for consumption on-site. Any violations of Pennsylvania law may be reported to the authorities and violators may be evicted from the campground without refund. Should you choose to serve alcohol in your camp, you do so at your own risk and are solely responsible for ensuring that you conform to the laws of Pennsylvania.

FUNDRAISING

Every year the Pennsic War staff receives requests to hold fundraising activities at Pennsic War. These activities include but are not limited to raffles, pay-to-play tournaments, and a spot to put out a can at a Pennsic Point or at a merchant booth. Here are the procedures to raise funds at Pennsic:

1. To hold an official fundraiser, to wit: if it is to be publicized in any Pennsic Schedule; held at any Pennsic Point; advertised in any way by Pennsic sponsored media; and/or listed as an activity of the Pennsic War:
    a. The fundraiser must be approved by both the Mayor and the Pennsic Exchequer.
    b. All funds must be collected by someone approved by the Exchequer; and
    c. All collected funds must be turned into the Exchequer and a check to the appropriate not-for profit organization will be mailed by the Exchequer to said organization.
2. No official fundraising may be held on behalf of an individual, a household, or any organization which is not a recognized, registered non-profit.
3. In compliance with Pennsylvania Commonwealth law, and since Pennsic does not hold a license so granted under Pennsylvania's Local Option Small Games of Chance Act, 1988 P.L. 1262, No. 156, as amended, raffles of any sort are not permitted at Pennsic War.
4. There can be no cash prize to any participants in any pay-to-play tournament at Pennsic.
5. Any advertising of an approved fundraising activity at Pennsic must include the purpose of the funds being raised and the name of the organization who will benefit from said donation. The rules above only apply to official fundraisers. If you want to hold an unofficial fundraiser for someone or something you can do that in your own camp, but you may not use Pennsic resources or facilities to do it.

RVS AND MOBILE CAMP STRUCTURES

- An RV is a registered recreational motor vehicle, travel trailer, or fifth wheel and must be in RV camping (if used) or oversized parking (if no one is living in it)
- Mobile Camp Structure is a structure built on a modern trailer base that can be used for shelter, lodging, showering and/or kitchen use. Examples: towable camper, tiny home, shower wagons, chuck wagons, shepherd carts.
- For use at Pennsic War, the Mobile Camp Structure must visually present a reasonable attempt at Pre-17th Century structure
- No Mobile Camp Structures can be connected to the campsite power outlets. Anyone in violation of this rule may be required to pay the additional RV registration fee and move to the RV camping area (space is not guaranteed without pre-registration) or be removed from site.

Note: Mobile Camp Structures must fit within the campsites' allotted land space. These structures will not be granted ANY special land allotments or special land assignments. Mobile Camp Structures cannot also be used for any special land negotiations.

Encampments found to have structures that are out of compliance with these rules must agree to a corrective plan with Land Staff. Encampments unable or unwilling to comply may have Land sanctions issued against them. If you are uncertain about your trailer's appearance, please contact the Land Office.

Trailers stored on site must also follow all Cooper's Rules for Storage Trailers. If you are uncertain about your trailer's suitability for storage on Cooper's site, please contact the Coopers Lake Staff

INDIVIDUALS

- Every person who pre-registers for Pennsic with a **paid pre-registration** will have **250 square feet** assigned to their designated group. If no group is designated by the close of the pre-registration period, the registration shall be moved to "Individual Camping" and while the space will be reserved, the registrant will need to select their space from the available Single Camping areas once they are opened to Single campers after Land Grab is completed. People paying their registration upon arrival will be allocated 250 square feet in one of the available Single Camping areas.
- All those who wish to camp in the designated Disabilities Camping area must *register with Cooper's Lake Campground* by the pre-registration deadline. Select the land group "DISABILITIES CAMPING," once you have received permission to camp from the *Accessibility Camping Coordinator*.

To receive permission to camp in Disabilities Camping, you must communicate with the Accessibility Camping Coordinator at email address **accessibility@pennsicwar.org** by the Accessibility Assistance Registration deadline.

- Those who are considering using an RV must contact Cooper's Lake Campground directly before pre-registering as the **Land Office** does not coordinate RV camping. (When pre-registering, please select the Land Group "RV CAMPING.") Please note that an RV, in this case, is defined as a registered motor vehicle, travel trailer or fifth wheel.
- It is expected that campers will camp with their designated group in the location where they are pre-registered. If this is not possible the camper must inform Troll and the Watch so that the new location is accurately recorded for emergency purposes.
- Pre-Registered group campers will not be allowed to use space in single camper areas. They must camp within the boundaries of their registered group.
- No space can/shall be held by anyone for Individual Campers (pre-registered) or Single Campers. These spaces are first come, first served.
- Single campers may camp in areas designated as single camper space. These are the unoccupied areas remaining in certain blocks after the pre-registered groups have established their borders.
- Single campers should not arrive before Sunday of Land Grab weekend.
- There will be a Singles Liaison desk located at the Watch Tent which will be staffed during times of expected high singles traffic (Sunday and Monday after Land grab, and Friday, Saturday and Sunday of Middle weekend).
- The Singles Liaison can assist those looking for singles spots. If you arrive and the Singles Liaison desk is unstaffed, you can ask the watch to radio for Singles Liaison.
    - For those who do not wish to avail themselves of the Singles Liaison, there will also be maps at Troll and Information Point, indicating where the Single Camping areas are located after all registered encampments have finalized their maps.
- If you are the first to arrive in a single camping area, please set up your camp around the perimeter of the space, leaving room for others to fill in. If there are multiple tents to be set up for a small group of single campers wishing to camp together, those tents should be placed contiguously within the square footage allocated by the number of paid registrations. (Number of campers x 250 sq ft.) If these guidelines are not followed, Land Staff reserves the right to require you to move your tent, in order to make the best use of the space.

SANCTIONS

The Pennsic Staff may levy sanctions against groups who do not comply with the written rules or who are unwilling to work with Pennsic Staff to resolve issues that occur during the event. Sanctions may be levied immediately, at future Pennsic, or both. Past sanctions on groups have included loss of block seniority, loss of block choices, and land forfeiture. Working with Pennsic Staff to resolve issues on site is in your best interest to avoid these or even harsher sanctions. Repeat or combative offenders of any of these polices may be subject to expulsion from the event and where violations of the anti-bullying policies, or abuse of staff volunteers are noted, may be subject to additional sanctions by CLC or the SCA, inc.

A Handbook for Pennsic Land Agents

If you are reading this, it is because you volunteered to be the Land Agent for your group, or someone talked you into the job and you have not gone through the process of Land Allocation at the Pennsic War before. Even if you have been a Land Agent before, please review this handbook because some things may have changed or have been clarified. Hopefully, this handbook will answer many of your questions and help you to successfully navigate the Land Grab process.

I. Glossary of Terms

- **Land Agent:** Harbinger is a period term for this job. This is the person from every registered camping group who has agreed to be the person responsible for obtaining and holding land for their fellow campers. There should only be one person responsible for each encampment. This person is responsible for being at Pennsic from Land Grab Day until the end of Pennsic. The Land Agents are the people who Land Staff will contact if there are any questions, issues, or concerns. Because you are the Land Agent you cannot leave the site after you have negotiated the land, signed off on the map and set up your stuff. You may make town runs when you are set up, but remember, you or your designated **On-Site Rep** must be in residence for the entire two-week Pennsic event.
- **On Site Rep:** (optional) The person designated via the group registration on land.pennsicwar.org to speak for or negotiate for the group should Land Staff need to communicate with that group during the duration of Pennsic. **The On-Site Rep can be the Land Agent, or they can be another individual (ideally within the group or nearby on the block) - they must be physically available on site for the entire duration of Pennsic.** To be added as an on-site rep, the individual must create a login on land.pennsicwar.org, but they should not use the "click here to register a group" option as they are not the Land Agent. This account needs to be reactivated for each annual Pennsic cycle by logging in and confirming that you have read the rules, AND that your contact information is current and up to date. The Land Agent is BY DEFAULT the Onsite Rep - therefore you will not find your own name in the Onsite Rep menu if you are the group's Land Agent. This field is only for designating an alternate contact if you are not able to be on site for the entirety of Pennsic.
- **Proxy:** (optional) A person temporarily designated by the Land Agent to complete Land Grab on behalf of a particular group. if the Land Agent is not able to be present for Land Grab. **The proxy ONLY has authority to negotiate on behalf of a group during Land Grab** and does not need to be a member of the group for whom they are negotiating. Do not designate a proxy if you intend to be present for Land Grab. ONE PERSON may be proxy for multiple groups. Each GROUP may have only ONE person designated as proxy - if at all. ONLY ONE proxy or Land Agent per group will be permitted to use the express lines at Troll, so please plan carefully. To be designated as a proxy, the individual must create an account on land.pennsicwar.org, but unless they are also a land agent, they should not use the "click here to register a group" option. This account needs to be reactivated for each annual Pennsic cycle by logging in and confirming that you have read the rules, AND that your contact information is current and up to date.
- **Block:** Each section of land that can be camped on at Pennsic has been divided into blocks. The block system reflects geographical locations in terms of Cooper's Lake Campground. The blocks are:
  E for East of the Main Gate and South of Dragon Trace,
  W for West of the Main Gate and South of Dragon Trace,
  N for North of Dragon Trace and East of Currie Rd,
  B for next to the Battlefield and North of Dragon Trace.
  M for the blocks above the roman numerals on Mt. Eislinn.

Each block has a number assigned to it, for example, if you are assigned to E-12 you and your campers will be able to look on the map available in the Pennsic site book, to find your assigned block. Each block number is used only for the group pre-registration process. You should notify your campers what block you have been assigned, in advance of Pennsic.

- **Land Allotment:** This process is done after the Pennsic pre-registration cutoff date. The final numbers are tabulated by the Land Staff and the exact square footage for each encampment is determined (# of Pre-Reg Campers x 250 sq. ft. each before any compression is accepted or calculated.). Your group will be allotted 250 sq. ft. per pre-registered adult, child, and infant. You may not pre-register any "ghost" children and infants. Any abuse of this rule will be dealt with harshly. Once the final determination of square footage is made, the Land Staff goes through the process of finding a place for each group, trying to match up the space available and requests made for particular blocks. If you need assistance locating blocks with available space and other conditions for your group's 4 block choices, you may contact Land 1 (dmland@pennsicwar.org) before the close of pre-registration.
- **Pre-Pennsic Negotiations:** The Land Agents will be sent block assignments and the contact information for the other Land Agents on their assigned block via email - generally within 2-3 weeks of the close of the pre-registration period. This notification will also contain, where applicable, single camper space that must be accounted for in your block. Prior to arrival at Land Grab, it is up to the Land Agents to negotiate the exact placement of their encampments and any single camper space within the borders of the assigned blocks. If this is done before all of the Land Agents arrive at Pennsic, Land Grab Day will go much faster.
- **Seniority:** Each year that a group camps on the same block, it will earn a year of seniority on that block. Groups are assigned to a block based on their years of seniority. In rare situations senior groups may be moved from their block, due to reasons like excessive growth or unexpected changes to the geography by either nature or the site owner. Such changes may be temporary or permanent. Seniority applies only to block assignment. **No seniority is given to specific locations within a block.**
- **Vehicle Passes:** No one (including Land Agents) may drive onto the block until all of the groups on that block have signed off on an accurate map of their block and the map has been approved by the Land Staff. Land Agents will then receive temporary passes (5 per group) which will allow one vehicle per pass to drive throughout the site (past the Troll area) so they may begin setting up.
- **Camp Authorization Form:** In your Land Agent Block Assignment email there will be a link to the Camp Authorization form, which it is your responsibility to print, complete, and bring with you to Land Grab. The Camping Authorization form must be posted at the main entrance of your encampment once it has received its approval sticker during the Land Grab process. This is required. You will be provided with a plastic baggie to keep it dry. The form must be placed in an area that is easy for the Land Staff to see and read as needed.

II. What is your job as Land Agent?

You must register your group on the Pennsic Land Office webpage. **All Land Agents are required to have web access and a working email account.** If you are a returning Land Agent, when you sign on to register for the new Pennsic year, please confirm that your user account contact information is still correct before selecting your group and confirming that the pre-filled information is also still accurate.

You should be in contact with all of the people who are camping with your group and have contact information for all of them. Inform them of the exact group name you have registered, so they can select it when they pre-register. (Accuracy is critical with group names. Hyphens, spaces, and underscores MATTER. "House Land Grab" and "House LandGrab" would be two distinct groups, although we try not to allow obvious conflicts.)

On a regular basis, you should monitor your Land Agent account to see who has pre-registered for your camp so you can: a) remind those who should be registered to do so; and b) identify people who may have chosen the wrong camp. If there are discrepancies, contact the Land Office immediately so these problems can be resolved. It may be possible that some of the campers registered the group name incorrectly, which is easy to fix early. This is hard to accomplish at the time of Land Grab, so if there is a problem of this nature, the sooner you contact the Land Office, the better.

If someone seems to be missing from the list, do the following:

Do not wait until pre-registration closes. Success favors the proactive.
From the time a person pre-registers on the Coopers Lake site, until the time their payment clears, they will not appear on this list. This is normal. Please verify that your camper's payment has cleared before worrying about where they are camping.

Anyone who thinks they have registered for your group, and does not appear here, can log back onto the Coopers Lake site and edit their record, correcting their requested group name. This will move them immediately on your registered group's pre-reg page as well.

If the camper does not wish to or cannot move themselves in this way, you may contact the land office and we will do it for you.

Contact the person who you think is missing and get their **PENN NUMBER.** It would have been sent to them in their registration confirmation letter.

Put their **FULL REAL NAME** and **FULL SCA NAME** (if they have one) and **PENN NUMBER** and your **GROUPNAME** into an email to *landweb@pennsicwar.org* with a note saying, "Please move this person to my group."

E-mails received without all of the above will be returned with this list attached.

We will then find the person in the database, move them to your camp, and email you a confirmation that we have done so.

After pre-registration is closed and the final group lists are generated. Your group will be assigned to a block according to your group's requests, availability of land, group seniority, etc. Each Land Agent will be given a list of the other Land Agents for the block and their email addresses. Pre-Pennsic negotiations can start for final placement of each camp on the block. If Land Staff has determined that your block also contains single camper space, it will be noted in your allocation email. All Land Agents are responsible to assure this single camping area is clearly delineated on your block. If you are camping on the same block and with the same neighbors as last year, this can be a very easy process.

As a gentle reminder to all acting Land Agents: Good faith negotiations with other Land Agents on the same block preceding Pennsic are expected. **Please check your email frequently after the close of preregistration and communicate with the other Land Agents on your block. If you will be unavailable for an extended period during the negotiation period, please let other Land Agents on your block know. If a Land agent has been unreachable by email for an extended period, the Land Office may be able to provide their phone number to other Land Agents on the same block.**

Each Land Agent should print a copy of their Camping Authorization form and Block Map and pack it in an easily accessible location for Land Grab. If a Land Agent is unable to print the required items, they should contact the Land Office as soon as possible, so that copies can be provided for them. These requested print outs will be made available for pick-up at the time of Check-In during Land Grab.

Immediately after completing Troll check in, Land Agents shall proceed to the Great Hall on N01 to check in at the Land Office. After these two check ins are complete, locate the other Land Agents for your block at time and place mutually agreeable to all the Land Agents on your block. Land Office opens to accept check-ins on Friday morning at 9:00 am.

If it is necessary for all the Land Agents of a block to go to the actual block and work out the final map, they may enter the site on foot, (After Trolling in and checking in with the Land Office) to negotiate the camp locations. Please stop by the Great Hall on N01 for assistance if you require special accommodations to reach your block before your vehicle is permitted on site.

When everyone has agreed to a final map, accurate divisions are to be to be marked on official block map .pdf documents (not screen shots) downloaded from land.pennsicwar.org. (The link to the map of your specific block is provided in the land allocation email.) This official map will then be signed by all the Land Agents, and the map will then be presented to Land Office where it will be reviewed for approval. Once approved Camping Authorization seals and parking passes will be provided to the Land Agents.

Having completed the above steps, the actual set-up of each camp can start. It is your responsibility as Land Agent to mark all the borders of your encampment. Acceptable examples: stakes and flags, ropes, surveyors' tape, or chalk paint. Following Land Grab, members of the Land Staff will check that you have appropriately displayed your Camp Authorization Form, and that designated Single Camping Spaces are clearly marked and properly allocated.

Once your camp is set up, your active duties as Land Agent are mostly complete, but you (Or the On-Site Rep) must be on premises for the duration of Pennsic. If there are problems or disputes, it is the Land Agent or On-Site Rep that the Land Staff will be talking with; so, one or the other must be available on site for the entire duration of Pennsic.

III. How to choose a block:
Before you choose the four (4) preferred block selections for your group:

It is a good idea to talk to the others in your group who have camped before at Cooper's Lake Campground.

Does your group already have a somewhat "traditional" spot? Many groups like to be in the same area or block year after year. If your group has already built-up years of seniority in a particular block, you may want to include it as one of your four choices.

Existing groups should consider that there may be some areas that you have camped in the past and never want to camp there again. (e.g. no shade, too damp, too noisy.)

Find out your group's history in terms of camping at Pennsic. There may be reasons why your group only wants to camp in certain areas of the campground.

Try to determine whether the block you are requesting has space. Even if you usually get your first choice, it is a good idea to review your other choices periodically to determine if they are still likely to have space - particularly if Pennsic is approaching an important anniversary year like 25 or 50. If one or more of the blocks you request are already full, it is unlikely that you will be placed on that block, and one or more of your selections could be "wasted" where it might have been more effective on a block with sufficient space. If you are unsure which blocks have open camping, contact dmland@pennsicwar.org for options before the start of Pennsic. During Pennsic (if you are a regular attendee) you can stop by Troll or Information Point to look at the Single Camping maps to get an idea of what blocks have sufficient available space for a group the size of yours.

Other things to consider:
Is your group a Royal (Kingdom) Encampment? (Not necessarily the camp with the King and Queen, but the encampment that is named "Kingdom of _____.")

Does your group prefer sun or shade?

Do you need absolutely flat land or can your group camp on a slight slope?

Do you have a lot of fighters, shoppers, students, archers, etc. that wish to be placed closer to those activities?

Do you want to camp far away from everyone and be in a less developed area?

Do you need to be near flush toilets or the existing permanent shower facilities?

Make sure that you talk to the Pennsic veterans in your camp. They can help you. These needs/interests/requirements are reasons why you need to know who is camping with you.

You need to have four (4) unique block selections for your group. Not everyone will get their first choice and if you do not indicate your group's preferences you will be placed at the discretion of the Land Staff who only see the number of campers, not the requirements of each group. It is better to think carefully and make four well-planned choices that the people in your group can live with.

IV. Understanding Block Maps:
A surveyor and cartography staff have assured that groups have a relatively accurate map to represent the block they are camping on. Please be aware that these maps represent a 'snap shot in time' of the block. The surveys for your block may have been done years ago or as recently as last year. Mowing, line painting, erosion, etc. may alter the final size and camping area of a block each year within a margin of error. The Land Office does their best to review and allow for these differences in mapped block size and actual usable space. If you believe there is a significant discrepancy between your mapped block space and what is marked on the ground when you arrive on site, please visit the Land Office for assistance.

V. Assignment of groups to the blocks and initial map negotiation:
You will receive an email notifying you of your block assignment approximately 2-3 weeks after the close of pre-registration. This is why it is vitally important that you confirm that your land agent account has a working email address on file with land.pennsicwar.org.

Why didn't we get our first choice?
The biggest consideration for the Land Staff is group history/seniority on a block. How long a group has been camping in the same block is the single largest factor to retaining that block from year to year. If for some reason a group grows or shrinks enormously, it is possible that the Land Office might move them, depending on the seniority of the other block tenants. It may be that you are requesting land that you have not camped on regularly and other groups had greater seniority for that block.

Your group might be too big for the block you requested, or perhaps your group was the smallest with the least amount of seniority.

Once the final land allotment is made, an email detailing the assignment, names of all the groups in a given block, and any single camper space on the block is made available to the Land Agents of each block. Depending on history, group size, and other factors already discussed, there may or may not be new groups on your block.

Once the final land allotment information is posted, the Land Agents are expected to pre-negotiate the divisions of the land within their block via email, phone, or whatever method is agreed on by all agents. This will help the day of Land Grab go more smoothly for your block. However, the official final map divisions cannot be approved* until all of the Land Agents are on the Pennsic site. *The pre-arrival map approval "PMAP" processes is an exception.

VI. Arrival at the Pennsic site
You should plan to arrive on the site sometime after 9:00 am on Friday.
You will not be allowed onto the grounds before 9:00 am on Friday, as there are no facilities available until 9:00 am on Friday.

You will not be allowed to park on the Battlefield before 9:00 am on Friday.

The campground is not open before Land Grab.

There is absolutely no parking or stopping on Curry Road. The PA State Police have jurisdiction over traffic on Curry Road, and modern traffic laws apply to all vehicles thereon.

Plan to arrive at the time agreed to by your block's Land Agents in advance of Pennsic. No group may complete Land Grab before all Land Agents or Proxies are present, so if it is likely that you will be later than your fellows on the block expect, please communicate this to them as early as possible so that everyone may plan accordingly.

What can I do on Friday after 9:00 am of Land Grab?
Troll in at the gate.

Land office is open 9:00 am. Come to the Land Office at the Great Hall to check-in. Bring your completed Camping Authorization

Form and Block Map and sign any applicable waivers (gas line/digging restrictions/etc.) required for your block pick up any additional information pertinent to your block.

Find all the Land Agents from your block. You can leave messages at the Land Office for other Land Agents on your block and find out who has already checked in.

Final negotiations within a block should not start until all Land Agents/registered proxies from that block are present.
Once negotiations are complete, it is time to draw your finalized map, sign it, and have it approved by the Land Office, receive your Camping Authorization Form sticker, and vehicle passes.

Reasons to be on time:
Do your best to check in on Friday or assign a proxy to negotiate in your place. Late Land Agents inconveniences your fellow Land Agents and may have a negative impact on your ability to negotiate advantageously, since final negotiations cannot start until everyone is present.

If you know in advance that you cannot arrive in time for Land Grab, you may designate a proxy to negotiate and sign in your stead. Proxies are assigned as a change to your group information on the edit group information page. Your Proxy should be trustworthy and understand the needs of your group, as they will have permission to sign the final map and receive the Camping Authorization Form and Parking Passes on your behalf.

In case of emergency:
If you know more than a day in advance that you cannot be on site for Friday of Land Grab (By noon, unless a later time is agreeable to all Land Agents on the block), you should designate an emergency proxy by emailing Land One at the Land Office dmland@pennsicwar.org.

If something has happened en-route, and you have determined that you will not be able to arrive on site by Friday at noon, you should designate an emergency proxy by emailing Land One at the Land Office dmland@pennsicwar.org and CC all the other Land Agents on your block to keep them in the loop.

Land Staff cannot, except in the case of extreme situations, negotiate land on your behalf. Please attempt to communicate with and advise the Land Office so that they may better negotiate on your behalf. You may not get the block location you had planned for. Once finalized, the Land Office will not renegotiate for late Land Agents.

If you need to change Land Agents because you cannot attend Pennsic at all, please assist your replacement in creating their Land Agent account on the land.pennsicwar.org web site and contact dmland@pennsicwar.org with the new account **username** and the **group name** so that Land 1 can ensure that copies of all official documents are directed and/or copied to the correct parties. After initial registration, changing the Land Agent account associated with a group is a manual process and will not happen without direct intervention by Land Staff.

VII. Negotiation Guidelines:
Please remember that all Land Agents are equal. Whatever titles or honors someone has earned in the Society does not give them any special consideration. Every Land Agent has the right and the responsibility to a fair and equitable land distribution. Whether your group is a Barony, a Shire, a Principality, or a household makes no difference. Each paid registrant in a group gets 250 Sq. Ft. No one should be expected or required to pay in goods, services, or money for their spot on the block. If anyone tells you, "To get the spot you want, you must buy me something, pay me something, or do something for me," they are wrong. The word for that is EXTORTION and it will not be tolerated. If this happens to you, we request that you contact the Land Staff immediately!

Royal Encampments (Groups registered as "Kingdom of _____") have first priority on the block. Royal Encampments have only get the land allotted to them, no more. Their location on the block is pre-determined and will not change.

The initial negotiation process can start once all the Land Agents for the block are engaged in the conversation on whatever platform you have agreed upon (email, phone, chat client, etc.). Land Agents are encouraged to communicate with one another before the start of Pennsic to make the Land Grab process go more smoothly.

Final negotiations and map sign off must (pre-approved blocks are exempt) take place on site after all the Land Agents or Proxies on each block are physically present. While you may not drive around the site, you may walk to your block, take measurements, and agree to any adjustments to allow all the groups to fit onto the block.

Your group's rights include:
All the land allotted to your group. Your group should not be required to give up any of its square footage. You may volunteer to give up square footage to fit on your assigned block. You may speak to the Land Office to request a different block assignment to assure you receive your entire land allotment.

Clear access from your encampment to a main road that borders your block. Additional roadways or pathways may be included on the map; however, their square footage must be created from land donated by registered groups on the block. Single camper space on a block may not be used to create roadways for land locked groups on the block.

Dispute resolution:
If, for any reason, the Land Agents cannot come to an agreement, do not hesitate to call on one of the Land Staff representatives to help with the problem.

VIII. Finalizing the Block Map
Preparing Your Final Block Map: Once all the Land Agents have agreed to the location of their groups on the block, a single, final block map must be created on the official block map. The only recognized block maps are the .pdf download available from land.pennsicwar.org printed on US letter sized paper. The final block map must include:

Clearly delineated boundaries for all groups

Legibly write or type the name and location of each group on the block map

Clearly labeled single camper space, where applicable

Note that single camper space is not required to be the 'best' land on a block, however it cannot be land-locked and must have unobstructed access to a mapped road. Representatives from the Land Office will be physically inspecting single camper space on blocks to assure that final block maps are accurate. Groups with more than their allotted space will be required to re-adjust their borders to assure sufficient single camper space.

Single camper space is expected to be a single, contiguous area on the map.

The modern legal signatures of all Land Agents on the block

Maps may not be drawn in color or pencil, or re-drawn on auto-CAD software, except as a separate layer of the official.pdf map.

Approval of the Final Block Map

Double check to assure you have completed all the steps to prepare your Final Block Map. Make sure that the dimensions are correct and that any single camper space is clearly marked and labeled. You must also have your completed camping authorization form with you.

All Land Agents from a block must be present when the Land Office reviews the map. Stay together.

The Land Office representative will review the map for completeness and assure that all Land Agents and/or Proxies are present. Please be prepared to answer any questions the Land Office representative may have about the map.

A Land Staff representative will sign off and retain the Final Block Map for the Land Office.

All Land Agents will have their Camping Authorization Form approved.

Land Day vehicle passes will be distributed.

X. Follow the instructions of the Cooper's Lake Campground staff regarding vehicle access to the site.

XI. Responsibilities at your campsite:
On the day of Land Grab, you must:
Conspicuously post your Camping Authorization Form near the main entrance of your camp in a waterproof container. Land Office provides a sealable plastic bag for this purpose—your parking passes are usually in them. You may build something more elaborate if you wish, but the Camping Authorization must be visible such that Pennsic Staff can read it.

Clearly mark the boundaries of your camp.

After Land Grab Day you must:

Be available to discuss land issues if Land Staff representatives visit your camp.

Ensure that your neighbors do not encroach on your allocated space. If there is a problem, please contact the Land Office via the Watch.

Make sure that the campers in your group do not encroach on your neighbors.

Notify the Land Office if an emergency requires you, as Land Agent, to leave the site for an extended period of time, update the "On Site Rep" field of land.pennsicwar.org website for your group to ensure that someone you trust is available to make decisions for your group.

Ensure that all members of your group are following site rules, especially those pertaining to treatment and use of site property. Your group can be penalized for these violations (e.g.: leaving fires unattended, digging sump holes of inappropriate depth, not filling in sump holes, leaving behind garbage, etc.). It is your duty to communicate and enforce these rules with your group.

Ensure that all members of your group follow all parking regulations. Failure of a person to do so may result in sanctions against their camping group.

XII. If there are problems with your group:

The Land Staff will talk to you as the representative of your group to resolve any issues

Where applicable, the Land Staff will hold you to the borders on the Final Block Map that you signed off on.

Entire groups or individual campers who do not cooperate or break the rules may have action taken against them, up to and including removal from the property. Past sanctions have applied to future years' attendance, block assignment, land square footage allocation.

Troll

Head of Troll (Dame Hróðný Rǫgnvaldsdóttir)

TROLL REMINDERS

Registration information is best found in the websites maintained by the Pennsic Staff and by Cooper's Lake Campgrounds. Please consult those if you have pre-registration questions. Troll will be OPEN during the following hours:

Friday 7/26	9am - 12am (midnight)	Saturday 7/27	12am - 10pm
Sunday 7/28	8am - 10pm	Monday 7/29	8am - 10pm
Tuesday 7/30	8am - 10pm	Wednesday 7/31	8am - 10pm
Thursday 8/1	8am - 10pm	Friday 8/2	8am - 10pm
Saturday 8/3	8am - 10pm	Sunday 8/4	8am - 10pm
Monday 8/5	8am - 10pm	Tuesday 8/6	8am - 10pm
Wednesday 8/7	8am - 10pm (Last day for Troll)		

To Check In: You need a government-issued photo identification, the entry fee (or additional funds if needed), and proof of membership if you are an SCA member. A printed copy of your preregistration scan code will speed your check in. You will also need to know the license plate number of your car (and trailer) for your parking tag.

** We cannot issue a refund if you find your proof of membership after checking in.

Checking in Minors: Anyone under the age of 18 years must be accompanied by a parent, a legal guardian, or a notarized guardian. A notarized guardian must be over the age of 21, and at the time of check-in must present an original, notarized (original seals, no photocopies or scans will be accepted) SCA "Minor Waiver and Consent to Travel/ Medical Authorization Form" (often referred to as the "Florida Form"). One form must be fully completed by the minor's parent/legal guardian and duly notarized on both the top and the bottom portions, for EACH minor child. NO other minor waiver forms will be accepted.

** You will be required to sign a waiver in the child's name before admittance. Lying on these waivers constitutes

Disability Services is located in the Town Hall tent, across from the Cooper's camp store.

fraud and will result in your family's expulsion from the campground.
** Pennsic Site Rule #11: A parent, legal guardian, or notarized guardian must remain at the War for as long as the minor remains on site. No minor may be left unattended at the site.
** Children 5 and under receive wrist bands. Their medallions will be mailed to the registered home address after Pennsic ends.

Rides/Escorts: Please be aware that if you get a ride to the campground from someone who will NOT be attending Pennsic, they cannot drive you into the campground until we have someone available to escort them. Escorts are not available before noon on Sunday, July 30. An escorted vehicle will be allowed to stay onsite for no more than one half hour, solely to unload the camper's equipment. Escorted drivers MAY NOT stay to help the camper set up their tent and camp.

Merchants and those staying in the RV area are able to enter their spaces beginning at NOON Friday 7/28.

Refunds: Pre-registrations cannot be transferred to another person. If you are unable to attend Pennsic and are already pre-registered, you would need to request a refund from Cooper's Lake Campground prior to end of day on June 11, 2023 (for a refund less a $5 handling fee).
Other Important Check-in Details

- No pets are permitted. Only fully trained ADA qualifying service animals – as defined by the ADA – are permitted at Pennsic.
- All service animals must be checked in at Troll by the Service Animal Liaison, who will be available between 8 am and 10 pm; please plan to arrive during these hours. To speed your check-in, you can submit a Service Animal form before you leave for Pennsic. Please see Disability Services for more information.
- We will NOT give out personal information at Troll. This includes who is on-site and where they are camped. This is a privacy issue; please respect it.
- You may not re-enter the site without your medallion or gate receipt! Remember to wear your site medallion at all times and to keep your gate receipt in a safe dry place. If you have a smart phone, take a picture of your receipt as an extra precaution.

Five Important Steps if You Lose Your Medallion

1. First - find your gate receipt and photo ID and carry them with you at all times.
2. Search your tent / pavilion / blankets. Search the last place that you remember having your medallion. Check your clothes from the evening before. Check the shower and other places where you might have taken the medallion off.
3. If you still cannot find your medallion: bring your gate receipt and photo ID to Troll and see if we have the medallion.
4. If we do not have your medallion, we will process your paperwork, and you will receive a special replacement item that you will affix to your body and will NOT be worn on your necklace or belt.
5. Parents, if your child loses a medallion or bracelet, bring your child and your own photo ID and receipt to Troll. Replacement ID bands/medallions will only be issued to minors who are accompanied by their own parent or legal guardian.

If you find a medallion please bring it immediately to Troll, or if Troll is closed, to the Watch Tent. Medallions may not be reclaimed from the Watch. Please check with Troll when we reopen the next day to Pennsic.

First Aid Point

OPEN 24 HOURS A DAY

IF YOU HAVE AN EMERGENCY

If you need in-camp emergency response, dial 911 and notify the dispatch that you are at Cooper's Lake Campground in Worth Township. Provide the campsite name, block, and the nearest Pennsic road intersection. Have someone waiting at that intersection to direct emergency personnel.

First Aid Point, located next to The Watch tent at the corner of Brewers' Road and St. Lawrence Way, is open 24 hours a day.

Services Available

- All services provided by ANY agency at First Aid Point are provided free of charge.
- First Aid Point is staffed by Ross West EMS personnel, who are on-site 24 hours a day for the duration of the Services Available
- All services provided by ANY agency at First Aid Point are provided free of charge.
- First Aid Point is staffed by Ross/West View EMS personnel, who are on-site 24 hours a day for the duration of the Pennsic War. Doctors from Allegheny General Hospital are generally on-site from 9 am to 6 pm.
- Medical providers can provide treatment for both minor and more serious illnesses and injuries.
- If it is determined that the condition is life-threatening, or that it is in the patient's best interest to be seen in an emergency room, then the patient may be taken by ambulance to the most appropriate facility.
- Patients with less urgent injuries or chronic illnesses will be evaluated and given the option as to appropriate care.
- Over-the-counter medications, sunscreen, and medical supplies are not available at First Aid Point. Some of these items can be purchased at the Cooper's Lake Camp Store.

Self Service Items

- Hand washing stations
- Adhesive bandages
- Ice packs.
- Triple-filtered drinking water.
- Misting tent

Treatment of Minors

Life-threatening injuries and illnesses will always be treated. However, the Commonwealth of Pennsylvania does not allow medical personnel to treat minors for minor illnesses or injuries unless a parent or legal/notarized guardian is present. In any event, if you are in doubt, medical staff will evaluate the patient and will assist in making that determination.

For Those With Existing Medical Conditions

If you have a medical condition about which EMS personnel should be aware, we strongly recommend that you always wear a commercially available Medical Notification/Alert bracelet or necklace. Additionally, you should always carry any prescribed emergency medications with you. Carefully plan your medication needs prior to arriving at Pennsic. Prescriptions that are written out-of-state may not be able to be filled in Pennsylvania, and on-site doctors are not generally able to write prescriptions for existing medical conditions.

Note: The Pennsic War cannot provide refrigeration service for individuals needing storage of medications. If you must bring sensitive medicines that need refrigeration, please take that into consideration when making your Pennsic plans.

Suggestions for a Safe and Healthy Pennsic

- Hydrate often with non-caffeinated, non-alcoholic liquids.
- Apply sunscreen often.
- Carry emergency medications with you and wear a medical alert tag.
- Sanitize, sanitize, sanitize! This includes food preparation. Wash your hands frequently.
- Keep lids closed on toilets to discourage disease-carrying flies. This also reduces odors, as the Porta-potties are designed to vent through an exhaust vent that runs to the roof.
- Above all else, bring your common sense to Pennsic!

WATER POINT

Covid has brought several changes including to how we assist folks with remembering to hydrate.

Please bring your own water bottles for activities.

We will have some Pennsic Cow Filters around the battlefield and other places, but Pennsic War will no longer be using water bearers to supply water to combatants. This will now be an individual and/or camp/household responsibility.

Questions about water, please contact the coordinator (Water 1) Magdalena Txoperena de Guerra @ *waterbearers@pennsicwar.org*

Accessibility Assistance

Disability Services Coordinator (Helewyse de Birkestad)

Accessibility Assistance is located in the Town Hall tent, across from the Cooper's camp store.

We will open on Friday, July 26 at Noon, and will also be open daily from 9 am – 5 pm through Friday, August 9

If you use our services and have some free time, please come and volunteer. We will allow you to charge your cell phone while you are with us!

The Pennsic Staff welcomes the participation of those gentles with accessibility needs.

Services available through Disability Services include:

- Camping Space: https://docs.google.com/forms/d/e/1FAIpQLSdXhy7Onn7Mn2FOpYFvKHulgAG9g8i7mQn2S-cuEK89a0VMIw/viewform
- Electrical Recharging for Medical Devices: https://forms.gle/8zAtuPWSw5MUw22q8
- Signing Coordination of Requests
- For questions, please contact Accessibility Assistance @ *accessibility@pennsicwar.org.*

About ECV's and Electric Wheelchairs/Scooters
Site Rule #19: NO bicycles, rollerblades, skateboards, mopeds, scooters, or trail bikes will be permitted. ECVs and electric wheelchairs are permitted, however they are required to adhere to the posted speed limits in the campground. In addition, any trailer attached to any ECV, or electric wheelchair must be done properly and not impede the safe operation of the EVC. Capacity of these units shall be restricted to ONE person per unit.

Handicapped Parking Area
Handicapped parking is available in designated areas of the parking lots.

You do not need to register with Disability Services to park in the Handicapped Parking areas. You will need to display your Pennsic car tag and a state-issued handicapped license plate/placard/hang tag in your vehicle. Only those with state-issued license plates/placards/hangtags will be allowed to use handicapped parking. All vehicles must be parked in either Handicapped Parking or regular parking. There will be no Medical Waivers issued. No exceptions!

Pre-Registering for Disability Services
Electrical charging for medical devices and scooters is available at several different locations around Pennsic. Disability Camping and a few other campsites have electrical outlets. Electrical outlets in public areas, buildings, and Pennsic department tents are not for public use. Some departments may allow you to charge devices while you are volunteering for them.
If you will be camping in an area that does not have electricity and will need to recharge scooters or batteries for medically necessary devices, please visit Disability Services at Pennsic.

Please remember that power outages may occur, so a constant electrical supply cannot be guaranteed.
Read more about operating CPAP machines at Pennsic, and options for recharging batteries (including solar and wind) at http://www.moyen.org/CPAP/CPAPatPennsic.pdf

Pre-register for electrical charging time:
Please fill out the form located at https://forms.gle/8zAtuPWSw5MUw22q8.

Registering for Disabilities Camping Area
The Disability Camping area is the block just north of W03.

- Disability Camping is limited to disabled individuals and/or those persons camping in the same tent(s) as them.
- It is your responsibility to set up and break down your own camping equipment. If you need assistance, please plan prior to arriving.
- As with regular camping, you will be allotted 250 square feet per person.
- Campers and RVs are not permitted in the disabilities camping area.
- There are a limited number of electrical outlets to use for essential medical devices.
- **Each person** wishing to camp in the Disabilities Camping Area MUST have:
    - Submitted a Disabilities Camping request by June 1, 2024. If you need a paper form mailed to you, please contact the Disability Coordinator @ accessibility@pennsicwar.org.
    - Pre-registered for Pennsic with Cooper's Lake Campground by June 14, 2024.

(http://www.cooperslake.com/prereg/home/index.php)

- Please note that you are NOT guaranteed space in the Disability Camping Area unless you have completed both pre-registrations and receive confirmation from Disability Services.

Service Animals

Please note, gentles with service animals are not required to camp with Disability Camping.

1. **The SCA abides by all national, state, and local regulations regarding service animals.**
    a. Pets are not permitted on-site.
    b. A doctor's letter does not turn an animal into a service animal.
    c. Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals under the ADA or the PHRA.
2. You must bring your service animal with you to Troll when you check-in.
    a. Please consider filling out a Service animal Information form online. The information requested at check-in is designed to help us make the experience as smooth and safe as possible for you and your animal.
3. Each service animal must be accompanied by a certificate of Rabies vaccination.
4. The handler is responsible for the care and supervision of their service animal.
    a. Service animals must be housebroken.
    b. Service animals must be harnessed, leashed, or tethered.
    c. In the case (and only in the case) that these devices interfere with the service animal's work or the handler's disability prevents using these devices, **the handler must maintain control of the animal through voice, signal, or other effective controls.**

At Pennsic, owners **MUST** clean up all dog waste and properly dispose of it in a waste receptacle regardless of where the dog defecates (including in the weeds or bushes).

If a service animal behaves in an unacceptable manner or is perceived to not be in control, and the handler does not immediately control the animal, the handler may be required to immediately remove the animal from the site. (A list of local kennels will be provided upon request, but this is only a list of available facilities, and Coopers Lake / Pennsic staff are not making recommendations for any of these establishments.)

Unacceptable behavior of service animals includes, but is not restricted to, the following:

- Uncontrolled barking, jumping on, or charging at other people or other service animals.
- Turning away from the handler, when the animal's behavior poses a direct threat to the health or safety of others.
- Service animal growling at other patrons or staff,
- Defecation or urination onto the privately-owned property (tents, camp gear, etc.) or in the food court or other public or private establishments within Pennsic.
- Pennsic and Coopers Lake are not responsible for the behavior or needs of any service animal, nor required to provide services for your service animal. Please anticipate all your service animal's needs including water bowl and water, poop bags, as well as all other needs such as medication and hygiene. If you have any questions about local services in the surrounding community or have an immediate need while at Pennsic, please feel free to ask and we will assist as we can.

When using the dog run please be cognizant of other animals that may be there prior to your arrival. This is not a public dog park! You may need to wait your turn. Even at or in the dog run the owner/handler is still responsible for their dog's behaviors, and the dog is still required to be in total control by its owner/handler at all times. As always, pick up after your dog and properly dispose of all waste.

Please fill out the Service animal information form to speed up check-in!

If you have any questions about this policy, please contact the Service animal liason @ serviceanimals@pennsicwar.org

Signing Services

The Signing Service is available for the Deaf/HoH community for Kingdom/Baronial Courts, University Classes, Performances, Balls/Dances, etc. If you have a need for any signing services, please feel free to submit a request via the Signing Services Request form (TBA) If you wish to volunteer to be a communications facilitator, we would greatly appreciate your service. Please contact the Disability coordinator so that we can add you to the availability list.

Volunteer Point

Newcomers' Activities

Newcomers' Point Coordinator (Lady Brit Taillyell)

I hope you all are as excited about Pennsic 51 as I am! Pennsic is the largest event in the SCA, with a lot of different sights, sounds, and activities. For someone new it can be a bit overwhelming and can certainly raise a lot of questions! That's why we have several options to help you get settled on site and answer any questions you may have: from structured Newcomer classes through Pennsic University, to Newcomer's Point where you can drop in any time. Our staff and volunteers are committed to helping you feel at home once you arrive!

Newcomers' Point

Newcomers' Point is a place where Newcomers can sit down, grab some water, ask questions, and learn more about Pennsic and the SCA in general. We are also available to help Newcomers get involved with their local group after Pennsic.

Location: in the same Tent as the Pennsic Town Hall, located close to the coopers store, across from the Ice Store.
Hours: Sunday, July 30th through Wednesday, August 9th from 9am to 5pm every day.

Newcomer's Class Track at Pennsic University

Every year we have a special Newcomers's track of classes offered through Pennsic University. These classes will mostly be geared towards those who are new to the SCA and Pennsic.

Please check online at Pennsic University Thing to see which classes will be offered each day.
Location: Newcomers' Class Tent / A&S #19
Class Tract 7-29 to 8-4

Newcomers' Social

The Newcomers Activities Staff will once again host a Newcomers' Social on Middle Sunday.
Hours: Sunday, August 4th, 1 - 2pm

Pennsic Information Services

Deputy Mayor (Baroness Brise Sanguin (OP))

Pennsic Information Services division is composed of Information Point, Lost and Found, Pennsic Town Criers, the Media Liaison, the Pennsicwar.org website, Pennsic Social Media (Facebook & Twitter), and the Event guide.

Information Point

Information Point will be open from 9 am - 6 pm starting on on Friday, July 26, and closing at noon on Friday, August 9.

We are the folks who have the answers or will help you find them.
We can help you find a group's campsite, a specific merchant, or a type of merchant.

- We have the up-to-date Pennsic schedule with any changes.
- We have local phone books, and the local weather forecasts.
- We post the names of those who have messages from the Emergency Phone Line
- Please tell people at home to call only in emergencies. Callers must leave a message with your full modern name, your SCA name, the name of the group you are camping with, and the block number. (Make sure they know how to spell all these names!) Message recipients' names are posted on the message board in front of Town Hall - please be sure to check it regularly. We can only attempt to deliver a message in the event of an extreme emergency.

Lost and found (at info point)

- General Lost Items: If you have lost an item, please come to Town Hall/Information Point during open hours (9 am to 6 pm) to see if it has been turned in. Tradition holds that if you are reunited with your lost item, you work a shift at Lost & Found as a thank you.
- General Found Items: Please turn in found items at Town Hall/Information Point during normal open hours (9 am to 6 pm).
- Specific Lost Items: If you have LOST a Cellphone, a Wallet containing Identification, Vehicle Keys, or Medications OUTSIDE of regular Information Point hours please make your way to the Watch Tent (see map) and notify them of your lost items and your contact information. If your items are turned in we will do our best to re-unite you

with them.
- Specific Found Items: If you have FOUND a Cellphone, Wallet containing Identification, Vehicle Keys or Medications OUTSIDE of regular Information Point hours please make your way to the Watch Tent (see map) and deposit the found items with them. The Watch will contact the appropriate persons and efforts will be made to re-unite the items with their owners.

We Strongly Suggest that you change the Lock Screen on your phone to DISPLAY your modern name during Pennsic to facilitate the return of your phone should you lose it.

- Battlefield Lost and Found items: Items found on the battlefield will be taken to the Marshals' tent on the battlefield. Please check there for lost fighting items. If you are looking for items that were lost last year, please check at Information Point during normal operating hours.

Found Items are retained for pick-up through the Pennsic War after the item is turned in. The items are then donated to the Lost and Found Auction at the next war.

Lost and Found Auction
Location: Great Hall
Date: TBA

Event Safety

Deputy Mayor (Sir Edmund Dracatorr, Viscount)
Watch Commander (Baroness Rhiannon of Ravenglass)

EVENT SAFETY "THE WATCH"

The Watch
The Watch tent is located across from Troll, at the corner of Dragon Trace and Brewer's Road (see map). Please feel free to visit with any questions or concerns you may have.
We welcome volunteers for cart patrols and some support positions at Watch Point. Stop by and sign up. You must be 18 years of age or older and have a valid driver's license if you want to drive a cart.
If you need to reach The Watch and cannot make it to Watch Point, you may contact using the non-emergency phone number: (571) 629-1853

First Aid Point
First Aid Point is just next door on Brewer's Road and is staffed around the clock with EMS support. Should you need immediate help, flag down any Pennsic staff member, or call 911 and notify the dispatch that you are at Cooper's Lake Campground in Worth Township. The dispatch center will notify our on-site medical support staff to respond. Please give an accurate description of your location and the condition so we can get there quickly to help.

Water
Pennsic no longer provides water bearers to supply water to combatants or during other events. Households, camps, or other individuals are welcome to use to make use of Pennsic Cow Filters around the battlefield and other locations but will need to utilize their own containers. Event Safety staff ensure these cows are maintained.
Please bring your own water bottles for activities.
If you have questions about water services, please contact the Waterworks Coordinator (Water 1) Magdalena Txoperena de Guerra @ waterbearers@pennsicwar.org

Children at Pennsic
Rules regarding children at Pennsic are contained in the site rules and parents should make themselves aware of those rules. The Watch and Pennsic are not a babysitting service. Please take care of your children and please remind them of curfew rules.

Marshaling Conventions

Deputy Mayor (Duke Vissevald Selkirksson)

MARSHALLING CONVENTIONS FOR PENNSIC LI

I. GENERAL RULES PERTAINING TO ALL MARTIAL DISCIPLINES

The Principal Marshals for Pennsic LI are Sir Olaf Haraldson (Marshal-In Charge), Duke Cellach macChormach, and Sir Ardan Scot. Any on-site changes to these rules for safety reasons will be at their sole discretion, though ultimate responsibility for the conduct of all combat related activities at Pennsic War lies with the Marshal-In-Charge.

Note: Any changes to the rules for battle-negotiated reasons will be by the joint action of their Majesties of the Middle and the East, and subject to the approval of the Marshal-In-Charge

As a baseline, all martial activities will follow the Society-wide rules pertaining to the various martial disciplines. All participants are expected to know and follow the Society rules. If you need to reference anything, you can find all the relevant manuals at the marshal's resource page on the SCA website (https://sca.org/officers/marshal/). We'll also have copies of these manuals at the appropriate marshaling points.

The below marshaling conventions for Pennsic are clarifications, limitations, and descriptions of the best practices that have developed here over the history of the War.

MARSHALLING BATTLES

Any of the three principal Earl Marshals may designate a representative for any battle. The Marshal-in-Charge will choose an appropriate marshal to be in charge of each battle. The marshal selected to be in charge of a particular battle shall remain in charge of that battle for its entirety.

Disagreements with decisions made by any marshal or between fighters will be dealt with at a Marshals' Review after that battle. Until the Review, the marshal's decision will stand and be enforced. The Marshals' Review will be prepared to address any serious problems that are brought before it from any martial activity at Pennsic. Marshals or participants can bring their concerns to the Review. The Marshals' Review will review infractions of the rules and combat conventions. It will consist of a senior peer from each of the principal kingdoms, as well as a Presiding Marshal, all designated by the Marshal-in-Charge.

Recommendations made by the Marshals' Review will be enforced at Pennsic and passed along to the Kingdom Earl Marshal of the defendant's home kingdom. Marshals' Review starts 15 minutes after the end of each battle in the Marshal's Tent. Failure to appear in a Marshals' Review after being sent to one by a marshal on the field will result in loss of fighting privileges for the remainder of Pennsic and sanctions recommended to the home kingdom's Earl Marshal, though the Marshal in-Charge may rescind those sanctions for just cause.

No fighter or marshal, including the Royalty of the Society, having fought in a battle, will return to the field to act as a marshal for that battle.

Marshals in a battle shall be equipped with a marshal's staff of yellow and black, a marshal's tabard, and a whistle. The use of armor, gauntlets, and a safety helmet is recommended. Eye protection is required in any battle that includes combat archery or other projectiles. Acceptable forms of protection are industrial or sports safety glasses/goggles designed to withstand impact. An SCA-legal helmet for armored or rapier combat is also considered sufficient protection.

Marshals must be present during all combat activities, including tournaments. Each side in a battle shall provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides must arrange for a draft from their armies.

Marshals have the authority and the responsibility to remove from battle any person who is violating the rules of the list. This includes, but is not limited to, non-acceptance of blows, ignoring the rules of engagement, discourteous behavior, and behavior that is dangerous to combatants. Furthermore, in resurrection battles, marshals will remove fighters who do not immediately return to their resurrection point before continuing to fight. Marshals should keep in mind that all fighters are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fighters should remember that the marshals are attempting to ensure the safety of all fighters present and treat them with courtesy. Marshals shall always be obeyed during the battle.

The Marshal-in-Charge reserves the right to stop all combat activities for any safety-related reason.

AUTHORIZATIONS

All fighters who wish to participate in the battles at Pennsic War 51 must be authorized to fight. Authorizations may occur at Pennsic. People wishing to authorize in a primary or secondary weapons form must have a marshal from their kingdom present at Marshal's Point, with the required paperwork for their kingdom. In addition, primary authorizations must include one of the Principal Marshals or their specifically appointed representative. Authorization bouts will be fought on the list just in front of the appropriate Marshal's Tent during posted inspection hours only.

All armored and rapier fighters, combat archers, and siege engineers should have their authorization cards, either per-

manent or temporary, with them at Pennsic. If you do not, we will attempt to look you up in the appropriate fighter database, but they are not always available. If you want to be sure that you will be able to fight, have your authorization card with you. Fighters may present a digital copy of their authorization card.

GENERAL RULES PERTAINING TO ALL MARTIAL DISCIPLINES

The Principal Marshals for Pennsic LI are Sir Olaf Haraldson (Marshal-In Charge), Duke Cellach macChormach, and Sir Ardan Scot. Any on-site changes to these rules for safety reasons will be at their sole discretion, though ultimate responsibility for the conduct of all combat related activities at Pennsic War lies with the Marshal-In-Charge.
Note: Any changes to the rules for battle-negotiated reasons will be by the joint action of their Majesties of the Middle and the East, and subject to the approval of the Marshal-In-Charge

As a baseline, all martial activities will follow the Society-wide rules pertaining to the various martial disciplines. All participants are expected to know and follow the Society rules. If you need to reference anything, you can find all the relevant manuals at the marshal's resource page on the SCA website (https://sca.org/officers/marshal/). We'll also have copies of these manuals at the appropriate marshaling points.

The below marshaling conventions for Pennsic are clarifications, limitations, and descriptions of the best practices that have developed here over the history of the War.

MARSHALLING BATTLES

Any of the three principal Earl Marshals may designate a representative for any battle. The Marshal-in-Charge will choose an appropriate marshal to oversee each battle. The marshal selected to oversee a particular battle shall remain in charge of that battle for its entirety.

Disagreements with decisions made by any marshal or between fighters will be dealt with at a Marshals' Review after that battle. Until the Review, the marshal's decision will stand and be enforced. The Marshals' Review will be prepared to address any serious problems that are brought before it from any martial activity at Pennsic. Marshals or participants can bring their concerns to the Review. The Marshals' Review will review infractions of the rules and combat conventions. It will consist of a senior peer from each of the principal kingdoms, as well as a Presiding Marshal, all designated by the Marshal-in-Charge.

Recommendations made by the Marshals' Review will be enforced at Pennsic and passed along to the Kingdom Earl Marshal of the defendant's home kingdom. Marshals' Review starts 15 minutes after the end of each battle in the Marshal's Tent. Failure to appear in a Marshals' Review after being sent to one by a marshal on the field will result in loss of fighting privileges for the remainder of Pennsic and sanctions recommended to the home kingdom's Earl Marshal, though the Marshal in-Charge may rescind those sanctions for just cause.

No fighter or marshal, including the Royalty of the Society, having fought in a battle, will return to the field to act as a marshal for that battle.

Marshals in a battle shall be equipped with a marshal's staff of yellow and black, a marshal's tabard, and a whistle. The use of armor, gauntlets, and a safety helmet is recommended. Eye protection is required in any battle that includes combat archery or other projectiles. Acceptable forms of protection are industrial, or sports safety glasses/goggles designed to withstand impact. An SCA-legal helmet for armored or rapier combat is also considered sufficient protection.

Marshals must be present during all combat activities, including tournaments. Each side in a battle shall provide a reasonable number of trained and experienced marshals. If not, enough marshals are available, the sides must arrange for a draft from their armies.

Marshals have the authority and the responsibility to remove from battle any person who is violating the rules of the list. This includes, but is not limited to, non-acceptance of blows, ignoring the rules of engagement, discourteous behavior, and behavior that is dangerous to combatants. Furthermore, in resurrection battles, marshals will remove fighters who do not immediately return to their resurrection point before continuing to fight. Marshals should keep in mind that all fighters are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fighters should remember that the marshals are attempting to ensure the safety of all fighters present and treat them with courtesy. Marshals shall always be obeyed during the battle.

The Marshal-in-Charge reserves the right to stop all combat activities for any safety-related reason.

AUTHORIZATIONS

All fighters who wish to participate in the battles at Pennsic War 51 must be authorized to fight. Authorizations may occur at Pennsic. People wishing to authorize in a primary or secondary weapons form must have a marshal from their kingdom present at Marshal's Point, with the required paperwork for their kingdom. In addition, primary authorizations must include one of the Principal Marshals or their specifically appointed representative. Authorization bouts will be fought on the list just in front of the appropriate Marshal's Tent during posted inspection hours only.

All armored and rapier fighters, combat archers, and siege engineers should have their authorization cards, either permanent or temporary, with them at Pennsic. If you do not, we will attempt to look you up in the appropriate fighter database, but they are not always available. If you want to be sure that you will be able to fight, have your authorization card with you. Fighters may present a digital copy of their authorization card.

ON CALLING HOLD

Holds will be called whenever a question of safety or other major problem arises during a battle. Holds will be kept to a minimum to allow continuity of battles to be maintained. Marshals will signal holds with whistles and/or vocally. Fighters may call holds vocally, but only for major safety issues.

Any fighter who is found to have called a hold for strategic or tactical advantage, rather than for major safety issues, shall be removed from the field and suspended from participating in any combat or combat-related activities for the rest of the Pennsic War.

When a hold is called, all fighters should echo it. All fighting will cease, and the fighters will be asked to take a knee. Those that have demonstrable physical problems going to their knees may stand quietly and not move. All weapons will be lowered to make it easier for the marshals to find injuries. Those who, having been warned, still refuse to abide by this rule, whatsoever their rank, may be removed from that battle. It is the responsibility of all participants, marshals, and fighters alike, to maintain safety on the field.

Talking about tactics during holds is strictly forbidden and may be a cause for removal. Fighters may not change relative position except at the express orders of the marshals. Friendly conversations with and introductions to your noble opponents are highly encouraged.

HEAT CONVENTIONS

ALL martial activity on ALL fields will cease if the heat index on ANY field reaches 103. The heat index will be checked at least one hour prior to every battle at the battle location. If the heat index reaches 103 prior to the battle start time, then the battle is cancelled. If the heat index reaches 103 during the battle, then the cannon is sounded, and the battle is concluded.

There are two options for battles that have already begun that are concluded early due to heat. First, if the battle is a simple, single War Point, then the War Point is considered null and neither side gets it. Second, if the battle is one where flags are checked at timed intervals, then the tally at the time of cancellation stands and the War Point is awarded accordingly. Battles with multiple passes, with some passes completed at the time of cancellation, will be scored as is (i.e. if two of four passes are completed at cancellation then two War Points are awarded to the winners of those passes).

No discussion or notification to the Crowns is required by the marshals: the marshals will end the battle. Activity will resume when the heat index drops below 103 for a half hour. Only the Marshal-in-Charge can reopen the fields.

Armored Combat

II. ARMORED COMBAT

MARSHAL'S TENTS

Four marshal's tents will be set up near the main battlefield for Lost and Found, Inspections, Combat Archery and Marshals' Meetings.

1. The Lost and Found tent contains armor lost and found during and immediately after each battle. If armor is not claimed by the end of the Pennsic War, it will be turned over to the main Lost and Found and may be claimed during the following Pennsic War.
2. The Inspection Point tent is the site of all on-the-field armor, weapons, and thrown weapon inspections.
3. The Combat Archery tent is the site of all missile inspections and contains the box for errant arrows and bolts.
4. The Marshals' Meeting tent is the site of the Marshals' Review after each battle and the Marshals' Meetings before each battle. It will be used for any marshal meetings or marshal gatherings.

INSPECTION POINT

Hours of operation will be from 9:00 AM until 4:00 PM, starting Wednesday July 31, 2024, and running daily until 15 minutes prior to the start of the last battle on Friday August 9th. Inspection Point will remain open during battles provided there is adequate staff to run it, otherwise the Inspection Point tent will close 15 minutes before each mass battle, and 30 minutes before the woods battle, to allow time for everyone to get to the Battlefield on time. Kingdom Earl Marshals wishing to perform in-camp inspections of their kingdom's troops should contact the Marshal-in-Charge.

Rejected weapons and armor may be reworked and presented again for inspection. No marshal will tell an individual to fix a piece of equipment and, at the same time, pass it assuming that the necessary changes will be made. If it is a piece of required armor, the person must be completely re-inspected, and must mention the issues raised in the previous inspection. A roster of failed inspections will be kept, and fighters being re-inspected should make sure their name is removed from it.

Armor that has passed inspection will be marked with a sticker or plastic tag placed on the right side of the helm. This sticker/tag will have the entry tag number of the inspecting marshal and the inspected fighter. Weapons will be marked in bright paint. The inspection sticker and tag remain the property of the Pennsic War and may be marked through or removed during a battle as an indicator that the fighter may no longer participate in that battle. Once so marked, the fighter must present themselves at Marshals' Review after the battle. The Review will decide a proper course of action, which may include issuing a replacement sticker. Fighters who refuse or do not attend the Marshals' Review may be excluded from future Pennsic War combat and will be referred to their Kingdom Earl Marshal for further action.

GENERAL ARMOR AND WEAPONS STANDARDS

All participants in combat-related activity must meet Society-minimum armor standards. All fighters will ensure that their armor meets those standards while they are fighting. The Principal Marshals reserve the right to ban any weapon, even if it would be legal in another kingdom. Any unusual or non-standard armor or weapons will be brought to the attention of the Principal Marshals before they will be allowed to be used. Decisions of the Marshal-in-Charge are final.

PENNSIC WAR51 SPECIFIC WEAPONS STANDARDS

1. The maximum spear length is nine feet. Only pultruded fiberglass and rattan are allowed. All spears must have at least a two-inch diameter (minimum) thrusting tip. The Tip end of the shaft must be capped with a Schedule 40 PVC pipe cap or equivalent to prevent the shaft from penetrating the tip.
2. Mandrake-style rubber thrusting tips are PROHIBITED on fiberglass-shafted spears.
3. No experimental weapons.
4. No punch daggers, T-grips, shovel handles, or offensive shield bosses.
5. No passive shields are allowed; a hand must control the shield.
6. No hinged shields or flexible shields are allowed.
7. No more than one hand may be used to hold or control a shield.
8. Shields may be grounded. Only one shield per person is permitted.
9. All shields shall be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to rattan weapons or other fighters.
10. Shield edges may not have flexible extensions or flaps that extend beyond the rim or edge of the shield.
11. No thrusting shields are allowed.
12. Javelins must be a minimum of three feet in length and constructed in accordance with Society standards. They may be used in any designated battles.
13. No polypropylene swords are allowed.

ARMOR AND WEAPON INSPECTION

All armor and weapons must pass inspection before they may be used in any combat at Pennsic War 51, including battles, tournaments, or pick-up fighting. Inspections will be performed at the Inspection Point tent. You will need to prove you are an authorized fighter to get inspected. In addition, the Earl Marshals of each kingdom after consultation with their crown may provide in camp armor inspections and may deputize any warranted marshal with a current valid SCA membership who is to perform such duties. Weapons must still be inspected at the inspection point unless a principal marshal makes an exception.

GENERAL COMBAT CONVENTIONS

All Society-wide rules regarding combat will be enforced. Specifically, note the following rules about behavior on the field:

1. Striking an opponent with excessive force is forbidden.
2. All fighters shall obey the commands of the marshals on the field or shall be removed from the field and subject to disciplinary action. Disagreements with the marshals on the field shall be resolved at Marshals' Review directly after each battle.
3. Each fighter shall always maintain control over his or her temper.
4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed healthcare provider, over-the-counter medications, and illegal controlled substances.)
6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
7. A fighter shall not deliberately strike a helpless opponent.
8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.
9. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited. Contact between combatants' bodies, shields, and weapons is expected in corps-a-corps or melee situations, as such controlled contact is allowed during these engagements.
10. Deliberately striking an opponent's head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.
11. Grasping an opponent's person, shield, weapon's striking surface, or bow/crossbow is prohibited.
12. Intentionally striking an opponent outside the legal target areas is forbidden.
13. The following rules and conventions specific to Pennsic shall also be used:
14. Face thrusting shall be allowed in all battles. An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than a thrust to other parts of the body.
15. Combat Archery and Thrown Weapons shall be allowed in designated battles. All combat participants may be targeted and hit by missile fire from combat archers and siege engineers. In other words, archers and siege engineers do not need "eye contact" with their opponents to shoot them. Legal target areas are the same as a thrust with a hand weapon.
16. Siege engines will be allowed in designated battles.
17. No declared death from behind.
18. No thrusts are permitted to the side, back, or top of the head.
19. Striking from behind is forbidden.
20. Charges: Per Society rule, you may not, as the result of a charge, hit someone in the body with anything other than the striking or thrusting surface of your weapon. Doing so violates either point 9 above in that you are not in control or point 10 in that you may not deliberately do so. In that vein, blind charges are prohibited. You cannot run blindly at your opponent without seeing where you are

going and in any sense be controlled.
21. All helms must be obviously marked on the front and back with the color denoting the side for which they fight. No fighter may change the color of his helm for the purpose of deception. Failure to mark a helmet is unchivalrous and cause for removal.
22. Except in the case of unit-on-unit engagement, no more than four fighters shall attack a single opponent. When a fighter is part of a formed unit (i.e. a shield wall) that is fighting a similar unit, he may strike and be struck by any opponent within range. If a break-through occurs, one shot delivered in passing is allowed to the fighters passing and being passed.
23. Dead combatants must immediately cease being an active combatant and indicate that they are "dead" in a manner that is both clear and safe. The best way of dying safely is left to the "dead" combatant and can change depending on the situation but should always include calling out "good". Examples of dying clearly include:
    - Dying defensively (hiding under their shield or weapons)
    - Taking a knee
    - Giving a salute

Once safe the "dead" combatant shall leave the field weapon overhead. They must leave the field in a way that does not affect the ongoing combat. It is recommended that as they leave the field they call out "dead". Dead combatants may neither hand weapons nor shout advice to the living.

ENGAGEMENT
1. Engagement is the process of making the combatant's presence and intention as a martial threat known to their opponent.
2. Engagement is gained through specific action to notify an opponent of the combatant's presence (a light tap with the weapon, shield contact, verbal warning, etc.)
3. AND the combatant has received acknowledgment that the opponent recognizes them as a martial threat before making a serious attack.
4. Combatants may not deliberately ignore attempts to engage them.
5. An opponent in a melee who is unaware of an attacking combatant's presence is not to be struck, as the attacking combatant does not have engagement.
6. A combatant is engaged during a melee when they are part of a group or line that attacks the front of another group or line that is not currently fighting anyone until the situation changes significantly to mix the lines.
7. If a combatant or a group that the combatant is with comes up to a fight already in progress, they may NOT just join the people on their side and start swinging at the other side. They MUST GET engagement before striking a killing force blow.
8. If, after hitting a person, they say they did not know the combatant was there and they did not think they were engaged, it is the polite and proper thing to treat this situation just as if someone called a blow light or glance.
9. An opponent, by not taking a blow because of lack of engagement, has now acknowledged the combatant as a martial threat, and so they are now engaged.
10. Combat Archers and Siege Engineers are considered to be engaged with all combatants on the battlefield.

Combat Archery

Combat Archery Coordinator (Hrafn Briedthskeggr)

III. COMBAT ARCHERY

The Combat Archery Marshal-in-Charge is Baron Hrafn Briedthskeggr.

The Combat Archery Inspection Point will open on Wednesday, July 31 at 9:00 AM. Hours are generally 9:00 AM TO 4:00 PM daily until the last day of battles.

All combat archery equipment and procedures must be legal based on current Society rules.

PROHIBITED EQUIPMENT AND FEATURES
These items are specifically prohibited at Pennsic War 51:
1. Hand slings.
2. Stone bows.
3. Small pistol-style crossbows.
4. Forward- or rear-style pistol grips.
5. Combat archery crossbows which utilize a mechanical advantage cocking lever. ("Goat's foot", "cord and pulley" and "belt and claw" systems are a few examples.)
6. Repeating crossbows.
7. Split prod design for crossbows utilizing a center shot system (an individual prod on each side instead of a solid one).
8. PVC bows or PVC crossbows.
9. Non-Society-period sights, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern release aids.
10. Compound bows and compound crossbows.

Moreover, NO experimental combat archery equipment (bows and crossbows) or ammunition (arrows and bolts) will be permitted for use at Pennsic War 51.

We need volunteers to serve as inspectors and scribes. If you or someone you know would be good at inspecting or scribing, please come up and get trained! To inspect combat archery equipment or ammunition you will need to go through orientation, which takes about twenty

minutes and includes a review of ammo/equipment inspection processes (to ensure consistency) as well as the proper way to fill out the Pennsic inspection forms. Oriented Combat Archery Inspectors will then be issued a Pennsic War 51 Combat Archery Inspector badge, which will quickly identify what they are allowed to inspect at Pennsic War 51. Wear this badge anytime you inspect CA equipment or ammo. Inspectors can choose to inspect only specific categories (such as fiberglass ammo but not tubular ammo, or just ammo but not bows or crossbows). While it helps to be a CA Marshal in your home kingdom, it is not required.

Anyone who shoots combat archery ammunition is responsible for seeing that the proper initial and post-battle inspections are done. Please check, sort, and repair your ammunition before bringing it to the Inspection Point. To help ensure a safe and healthy war for all, all combat archers at Pennsic War 51 need to read all these regulations.

Anyone may bring combat archery bows, crossbows, and ammunition to be inspected. If we need to find the owner, we'll come to ask you for help finding them.

INSPECTION PROCESS

All armor inspections shall occur at the Armor Inspection Point.

All initial Combat Archery weapon and ammunition inspections shall occur at the Combat Archery Inspection Point during posted hours (usually 9:00 AM to 16:00 PM daily). The Combat Archery Inspection Point will be open at the same hours as the Armor Inspection Point. Any changes in the inspection hours will be posted outside the Inspection Point as early as possible and will supersede the hours posted in the Pennsic event guide.

Ammunition shots will not be inspected for use in consecutive heats of the same War Point. Tubular ammo may be inspected by the owner and reused immediately. We are going to attempt to reinspect non-tubular ammo between non-consecutive heats of battles where combat archery occurs. We'll assess the viability of that as the War goes on.

All arrows or bolts must be inspected for a specific day's use and be marked with the "color of the day".

All combat archery ammunition must have a printed label (not handwritten) with the owner's name and kingdom affixed to it. The label must be in English utilizing a legible/readable font and be completely covered with clear packing tape. NO reinforced or strapping tape may be used to cover the label.

If the combat archery ammunition is group ammunition, the group name can be used in place of the owner's name. If the group name is used, a point of contact within the group is required. Specifying the kingdom is mandatory on all labels. It is strongly encouraged to get your Combat Archery ammunition inspected AT LEAST one day before any battle, since showing up on the day of the activity will likely result in insufficient time to have equipment inspected.

Inspections will officially cease 45 minutes prior to the posted start time of any battle so that the marshals have time to get ready for the battle. We'll stay open if we have the staff for it.

The Pennsic Combat Archery Marshal-in-Charge, their deputies, and approved designees may inspect all Combat Archery equipment and ammunition to the above "Pennsic standard", which supersedes any kingdom-level standard. Any decision may be appealed in the usual manner.

RULES SPECIFIC TO COMBAT ARCHERY

1. On the Field

   All bows, crossbows, and ammunition shall meet, at minimum, all Society standards for construction. They must also meet any additional restrictions described in this document, or restrictions declared by the Pennsic War Combat Archery Marshal-in-Charge as needed.

   As with any weapons form, an archer may yield to an opponent, and archers should feel free to loudly express their "dead/yield" status. Courtesy taps delivered by an opponent should be accepted by the combat archery combatant as the gift they are. Likewise, an opposing fighter throwing excessive or repeated blows into a "subdued/dead" opponent will face disciplinary action.

   Targeting of the back of an individual (alone or in an organized unit) is prohibited. A cluster of folks may be targeted within 180 degrees of the direction the group as a whole is facing, and a rearward facing opponent shot thusly should accept the strike. This applies equally for an opponent who has rotated after release. The actual specific targeting of the back side of any individual is prohibited.

   There is no limit on the amount of ammunition an archer may carry unless defined in a specific battle scenario.

   All Combat archers must remove ammunition from crossbows and hand bows when a hold is called. Crossbows may remain cocked. Archers may nock at "Make Ready" and fire at "Lay on".

2. Bow/Crossbow using Fiberglass Shafts

   A hand bow shooting fiberglass arrows must not exceed the Society maximum pull at 35- pound pull at 28-inch draw.

   The handbow must be designed/constructed to safely draw 28 inches or it cannot be used in SCA combat.

A crossbow shooting fiberglass bolts must not exceed the Society maximum 600 inch-pounds rating.

Any bow/crossbow that is allowed to shoot fiberglass ammunition may also use any tubular ammunition approved for use at Pennsic.

3. Bow/Crossbow using Tubular (Sil-o-Flex or Equivalent) Arrows

A handbow that measures over 30 pounds pull and less than 50 pounds pull is considered a heavy handbow and may only shoot tubular ammo. A heavy handbow must be marked with a 4-inch-wide band of red material (tape, cloth, etc.) that goes completely around the upper limb of the bow.

A crossbow that measures greater than 600 inch-pounds and less than 1000 inch-pounds is considered a heavy crossbow and may only shoot tubular ammunition. A heavy crossbow must be marked with a 4-inch-wide band of red material (tape, cloth, etc.) that goes completely around the right-hand side of the prod as viewed by the archer.

POST-BATTLE SORTING

After ANY Pennsic sponsored battle, ALL Combat Archery participants are required to help collect ALL arrows and bolts (not simply their own) and bring them to the designated area for re inspection (likely SOUTH of Battlefield just outside the boundary).

The Process: After each battle, all fiberglass ammunition shall be placed in one pile & all tubular ammunition in another to facilitate re-inspection by the marshals. The piles should then be subdivided by bolts and arrows, forming four piles. Combat archers, not marshals, will then divide the piles by owner, so cooperative help is appreciated at this critical juncture. Once an owner claims a pile is likely complete, marshals will begin the re-inspection process for ammunition integrity as quickly as possible. Be sure you do not remove your arrows or bolts from the field until they have been inspected and marked for the next battle, as it is vitally important that we ensure the safety of all ammunition as well as discover incidents of failure, if any. This process should also reduce loss due to theft as any ammunition noted as heading "away" should be suspected and questioned.

Note: If you are unable to help with the sorting/inspecting process, you must designate someone to take care of your ammo in your place. Scheduling occasionally requires you to be elsewhere, but do not abandon your ammo; it will not get inspected without someone claiming it.

OVERPOWERED AND NON-INSPECTION WARNING

Anyone using fiberglass-shafted ammunition in a heavy bow or heavy crossbow will be banned from all fighting activities for the rest of the Pennsic War and will be subject to other disciplinary action via the proper Armored Combat Violation Review procedure. This will result in a trip to Marshals' Review at least.

Likewise, ANY use of uninspected ammunition or weapons on the battlefields of the Pennsic War will prompt immediate removal from the battlefield and will be subject to other disciplinary action, including a potential fighting ban, via the proper Armored Combat Violation Review procedure.

NOTES:

Play safe and fair. We have a specialized weapons form that requires specialized skills, understanding and accommodations. Please play responsibly.

Help clear the field after battle – many hands make light work.

Thank the marshals, both CA and otherwise. They give free of their time so YOU can play.

Lastly, consider becoming a marshal-in-training. You can find no better place to "see it all" than Pennsic. As our community grows, so must its Combat Archery marshal corps and you are welcome to be a part of that growth. Come to the Combat Archery Inspection Point to volunteer!

Siege Combat

Marshal in Charge (Master Richard le Hawke, OP)

IV. SIEGE COMBAT

The Siege Combat Marshal-In-Charge is Master Richard le Hawke, OP.

Official siege activity at Pennsic War 51 will be limited to the Main Battlefield. In case of disputes, the Pennsic War 51 Marshal-in-Charge will make the final call. Society siege rules will be used for governing all siege activities unless otherwise stated below. For the battles in which siege will take place, please see the Battlefield Schedule. See the Pennsic University Class Schedule for the siege-related classes.

Note: There may be additional changes to scenarios, rules, and schedules; these will be posted at Inspection Point. All siege marshals must wear eye protection such as protective shatterproof eyewear or a helm. Siege marshals should wear a standard black marshal's tabard and carry a marshal's staff. If you are going to marshal in armor wear a marshal's tabard over the armor. If wearing a helmet, a drape or other

distinctive marking is required to differentiate you from a fighter on the field. Please be at Marshal's Point 45 minutes prior to any battle you will be marshaling. All meetings for siege marshals will be posted at Inspection Point.

SIEGE AMMUNITION DAMAGE

Blows from siege-class ammunition (1-pound rocks, 4-tennis-ball clusters, and 48-inch ballista bolts, all of which are colored yellow) will be judged fatal upon striking any legal target area and will kill through shields if the shield is being carried. Siege munitions are considered spent upon striking a weapon, a fighter, the ground, or a battlefield structure. Only the first fighter hit is dead.

Pavises (grounded shields not supported by a combatant) are destroyed by a single hit from siege engine ammunition. Combatants behind the pavise are not killed.

Small arms munitions (single tennis balls and tube-shafted combat archery arrows and bolts) fired from a siege engine will be treated as Combat Archery projectiles.

WHEN A HOLD IS CALLED

All holds will be general holds for siege engines unless a scenario specifically designates local holds for artillery.

An engine may not be loaded during a hold, and any munitions must be removed from the engine until "lay on!" is called. If the engine is already cocked it may remain cocked unless the engineer chooses to uncock it, or a siege marshal asks that it be uncocked. During long holds, decocking is advised if it is safe to do so.

If an engine is cranking the string back when a 'hold' is called, it must be safely returned to a non cocked state. For engines that can stop the cranking at any point, such as with use of a ratchet, they are to stop once hold is called and not resume until "lay on!" is called.

The crew of an engine shall not fire its ammunition once a hold has been called. Violations will result in both the engine and crew's removal from the battle and possible disciplinary action.

ENGAGEMENT

All fighters are engaged with siege engines at all times during a battle no matter which way they are facing.

Direct fire weapons shall not be discharged against personnel at a range of less than 30 feet or in such a manner as to willfully allow the projectile to leave the battle area proper or to land in designated unsafe zones.

No engine will be discharged while any non-crew person is within a 5-foot range of moving parts. Larger safety zones may be designated where necessary.

DESTROYING SIEGE ENGINES AND STRUCTURES

When engaging an engine or structure, do not strike or thrust at it with a handheld weapon! The proper way to destroy these weapons is to safely approach the engine or structure, lay your weapon on it, and declare "this weapon is destroyed". This shall be done in a safe and deliberate manner, not in a rush or while engaged with any other opponent. Anyone found intentionally striking a siege engine or structure will be removed from the field and possibly face further action, such as a Marshals' Review.

Active combat should not take place within five feet of an active siege engine. If this situation arises, a hold will be called and the engine declared destroyed.

Siege engines can be destroyed by 3 hits from a ballista bolt, 3 hits from a 4-tennis-ball rock, or 1 hit from a 1-pound rock unless a scenario has other rules. Siege towers are only destroyed by 3 hits from a 1-pound rock.

CREW REQUIREMENTS

Anyone crewing an engine in combat situations must be authorized in siege combat.

Crew members wishing to defend an engine may do so as long as all action takes place at least five feet from the engine.
Siege personnel may choose to leave the engine and fight if they wish. Remember, if the number of crewmembers at the engine goes below the minimum number required for that class of machine, it may not be operated.

Siege engine crews are to be treated as any other fighter on the field. If they are authorized for other weapons forms and have a secondary weapon, they may use it. If not, they may be killed as an unarmed opponent; if they yield, do not strike them.

SIEGE ENGINE INSPECTION

Preliminary inspection of the engine shall be made before any shots are fired. This inspection checks for structural integrity of the components of the engine. This structural inspection is done according to the specifications published in the Society rules.

The operational demonstration phase of the inspection shall, at minimum, consist of four shots in a row without mechanical failure from the engine when configured for the maximum power it will use on the battlefield. These four shots shall deliver the ammunition between 40 and 80 yards (36.6 to 73.2 meters) down range. The siege engine shall consistently deliver the ammunition in a reasonably straight and stable path down range, though a curving path due to a crosswind is acceptable.
Static inspection for stability of the engine, mechanical observation of the framework and the mechanism shall be made after the firing.

SIEGE TOWER AND OTHER STRUCTURE INSPECTION

Inspection will include, at a minimum, structural integrity, stability, condition of hardware, and condition of any safety devices (barriers, walls, etc.). Inspection will ideally be made with a maximum load of armored combatants on board the siege structure. Inspection will include a demonstration of mobility if the structure is designed to be mobile. Please refer to Society siege rules for approved structure construction methods.

If you are planning to bring a siege structure, make sure that the Siege Marshal-in-Charge has been informed of it and the structure is inspected prior to a battle, so you do not bring it miles and miles and then find out that it will not be allowed.

AMMUNITION INSPECTION

All ammunition must now abide by the half-inch rule: it may not penetrate a face grille by more than a half-inch. Ballista bolt fins must use materials or techniques that abide by this rule.

All missiles must be inspected for that day's use and must be marked with the color of the day.

Your siege ammunition is inspected when your siege engine is inspected. You can also have your siege ammunition inspected at Inspection Point if there is a siege marshal present. Check the postings at Inspection Point for specific times. Siege ammunition inspection will also take place on the Battlefield immediately after a siege battle.

All siege ammunition must be labeled with the owner's name, group, and kingdom in English on a printed label. If a group owns the ammunition, then use the group's name and kingdom.

After each battle that uses siege ammunition, the bolts, rocks, and other approved siege projectiles will be re-inspected for the next day's battle and marked with that color of the day. Please help clean the field and take all siege missiles to a designated spot to be re-inspected.

Siege ammunition inspections at Inspection Point will cease 45 minutes prior to the posted start time of any battle.

Rapier Combat

Rapier Coordinator (Don Griffith Davion)

V. RAPIER COMBAT

The Rapier Marshal-in-Charge is Don Griffith Davion. He will be assisted by Maestra Mirabai Sitt al-Sirr (Rapier 2) and Don Simon Carminate (Rapier 3)

INSPECTIONS

Rapier Tent hours of operation will be from 9:00am - 4:00pm starting on Wednesday July 31 and running daily until 15 minutes prior to the last battle on Friday August 9th. The inspection point will close 15 minutes prior to all mass battles, and 30 minutes before the woods battle.

All inspections will be made by a marshal from the rapier combatant's home kingdom. If there is no marshal from that kingdom present, then inspections shall be made by any inspecting marshal to Society standards. Inspections are to be done on the field every day before engaging in combat of any form.

Since weapons and protective gear need to be inspected every day they will be used, we are not going to require inspection stickers for rapier fighters this year. However, to participate in any form of rapier combat, you must keep your Pennsic medallion accessible.

CUT & THRUST RAPIER

Fencers interested in practicing Cut-and-Thrust rapier may do so on the rapier field using the Society rules or their own kingdom's C&T rules. Fencers wishing to practice C&T must be supervised by a marshal warranted in C&T.

PENNSIC WAR 51 RAPIER CONVENTIONS

These rules establish standards and conventions for rapier combat at Pennsic for all rapier activities. Kingdoms sponsoring other rapier events at Pennsic will employ these rules at minimum and may add additional rules specific to the kingdom hosting the tournament. These rules are designed to promote safe rapier combat at Pennsic, and all participants in events governed by these rules are responsible for knowing, understanding, and applying them. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and

concern for the participants. If a question arises when applying these standards, choose the response that promotes the greatest degree of safety for all participants.

General Information

Rapier combat shall be conducted in accordance with the rules of the lists of the SCA, Inc., the Society-wide rules for rapier combat in the SCA, and these rules.

Per the Society-wide rules for rapier combat, all fencers, prior to every combat or practice, shall ensure their equipment is safe, in good working order, and has been inspected that day by a marshal authorized to inspect rapier gear. At Pennsic, such inspection must be performed a minimum of once per day by either a marshal from a fencer's home kingdom to that kingdom's standards or, if a marshal from that kingdom is not available, by any marshal to the specifications described in Society rules.

Marshals have the power and the duty to remove from the field any person who is violating the rules of the list. Such violations include, but are not limited to, non-acceptance of blows, ignoring the rules of engagement, and behavior that is dangerous to combatants. Marshals should keep in mind that all fencers are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. If someone is so removed, the parties involved must go to the next Marshals' Review.

Fencers should remember that the marshals are attempting to ensure the safety of all fencers present and treat them with courtesy. Marshals shall always be obeyed by combatants on the field.

Use of Weapons and Parrying Devices

Valid blows are performed by:
1. Thrusting with the point of the blade (thrust)
2. Sliding the edge of the blade by pulling (draw cut) or pushing (push cut) a minimum of 6" across the target.
3. Placing the tip of the blade upon, and then drawing it (tip cut) a minimum of 6" across the target.
4. Spears may be used for thrusts only; spears may not be used to deliver any other type of blow, including cuts.

Though the gloved hand may be used to parry, it shall not be used to push, grasp or strike an opponent. Blade grasping is not permitted in any War Point event. The use of blade grasping in other rapier activities shall be at the discretion of the marshal in charge of a particular melee or tournament.

Parries may be performed with weapons, parrying devices, the gloved hand, or any other part of the body. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking, or other unsafe behavior occurs. Conduct in violation of this rule which creates a significant safety hazard on the field will be grounds for immediate removal from the field.

Blades

There are three classes of rapiers in the SCA: light rapiers, heavy rapiers, and cut and thrust blades.

The use of light rapiers is prohibited in any War Point battle. Any blade in a given rapier class may be used against any other blade in that same class, but not against blades of the other classes. An exception to this are those blades that pass the flexibility standards as legal for both heavy rapier and C&T. These blades may be used in both styles of combat, i.e. heavy rapier and C&T. Check with the Rapier Marshal-in-Charge if there is any question as to the legality of a blade for a particular event.

Groups hosting a particular rapier event may specify the types of blades to be used at that event. If a tournament specifies allowed blades only by general type, i.e. light or heavy, then all blades allowed at Society level in this category will be allowed.

Parrying Devices

Parrying devices shall follow the SCA Rapier Handbook, with the additional rule that shields/bucklers may only be wielded in one hand and must not be grounded, planted, or otherwise braced on the ground. Caution should be taken to not obstruct one's own vision, as blind shots are illegal. (see below)

No passive shields, bucklers, armor bits etc. Unless combat is happening in an "Armor as worn" convention, any worn objects are treated as part of your body and any legal blows delivered to the objects should be recognized as legal blows. IE You can wear a finger buckler for personal protection, but if struck, you must take the blow, the buckler does not "stop" the blow. Similarly, you cannot strap a shield to your back and be protected. Sword and dagger guards, active shields, etc. act as normal.

Rapier Spears

Spears that follow Society Rules are permitted for thrust only use, only in designated battles and sections of the battlefield. These are detailed in the war point scenarios and will be discussed by the marshals before those battles.

Any spear head that has had any filler added is not permitted

Combatants wishing to fight with a spear must have at least one non-spear rapier authorization and must have been authorized in spear prior to the beginning of the Pennsic War. Any authorized fencer utilizing a spear that is subject to sanction may have their right to wield the weapon revoked by the marshalate for the duration of Pennsic War.

Rubber Band Guns

Rubber band guns ("RBGs") are approved for use under the following conditions:
1. RBGs are allowed if it has been announced beforehand.
2. Everyone on the field during a melee using RBGs must have eye protection of some kind, including marshals and water bearers.
3. When a hold is called, all loaded RBGs should be aimed at the ground, or if this is not possible, aimed away from all persons. In the case of rubber band cannons, a fully armored crew member must stand in front of the cannon blocking any accidental shot.
4. At the end of melees, the fighters must unload all RBGs before leaving the field..
5. RBGs are only approved with surgical tubing shot. Use of tubing containing any liquid, sand, beads, or any other material is not legal.
6. RBGs should mimic the appearance of a period firearm.
7. A dagger blade may NOT be attached to an RBG to mimic a bayonet.
8. RBGs must pass the same safety requirements as a rigid parrying device.
9. The validity of any given shot from an RBG shall be judged by the recipient of that shot.

MARSHALING CONCERNS IN RAPIER COMBAT

Excessive impact: combat at Pennsic poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force his opponent to retire from the field from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.

Death From Behind (DFB) is permitted in all war point battles. Death From Behind may only be performed by a standing fighter and with a single sword. Rapid or "Machine Gunning" DFB is not allowed. The opponent is "dead" at the moment the blade touches their shoulder. They may not be performed with a dagger or spear.

Additional melee rules for Pennsic 51:
1. Blind shots are illegal. Combatants must have visual contact before throwing a shot at an opponent. Note: this is a safety rule, not a scenario rule (i.e. a "hay bale wall" does not create a "blind shot" for purposes of this rule. It is unsafe to throw a blow when you cannot physically see where you are throwing).
2. To reiterate: Daggers and spears may NOT be used for DFBs.
3. Running from place to place in melee is permitted. Running TO engagement is permitted. Running FROM engagement is permitted. Running INTO engagement is not.
    i. Running attacks, either against a line or an individual, including running engagements or running through engagements, are prohibited. Combatants must slow to a walk before beginning an attack, fouling a blade or otherwise engaging any opponent(s).
    ii. Combatants may NOT throw shots at an opponent who is running toward them.
    iii. Combatants violating these rules will be removed from the field. At their discretion, Marshals may choose to instead issue a warning.

A second offense will result in removal.
4. A combatant who steps off the Edge of the World is considered dead. They will get one loud, verbal warning from the witnessing marshal when they are approaching the edge, but the onus is on the combatants to always know their surroundings. Edge of the World deaths mean the combatant must leave the field or return to their resurrection point (if applicable).
5. Fencers who have lost both hands or arms are considered disabled.
6. All defeated or disabled fencers must remove themselves from the melee field. Fencers withdrawing from the field should do so with weapons held above their head to indicate non-combatant status.
7. Fencers may not pretend to be dead or purposely hide themselves among the dead. If asked by a marshal or another combatant, combatants must answer loudly and truthfully whether they are alive or dead.
8. Dropped weapons do not need a hold called unless they present an immediate safety issue.
    i. Combatants may not steal an opponent's dropped weapon.
    ii. Combatants are not required (but are encouraged) to allow opponents to pick up their dropped weapon.
9. Dead fighters may only say they are dead. They may not give orders or other information, including where or how they were killed. Yelling DEAD FROM BEHIND is tactical information that should not be shared. During a hold, fighters are welcome to discuss safety concerns with their teammates, or engage in good-natured conversation, but must not discuss tactics or strategy.
10. Fighters in any battle may call themselves dead at any time. In a resurrection battle a fighter can always walk back to resurrection point.
11. Except for hay bales used to secure flags and flag systems to the grounds, combat over the hay bales is not allowed.
12. Closed toed shoes must be worn in the Woods Battle.
13. The lowered torso armor experiment is limited to melees with 40 or fewer people. In any other situation the experiment is legal at war unless the MiC of the tournament/melee objects.

In any tournament or melee, additional restrictions may be imposed by the marshals as needed.

Thrown Weapons

Thrown Weapons Marshal in Charge (THL Mikael Melrakki)

THROWN WEAPONS RANGE HOURS AND SCHEDULES

KNOWN WORLD THROWN WEAPONS MARSHALS' MEETINGS** (MITs welcome) ** Attendance only required at one meeting.

Tuesday July 30	12:00 PM – 1:00 PM
Saturday August 3	4:00 PM – 5:30 PM

RANGE HOURS AND SCHEDULES

*** range open: range is open when green flag is raised***

Range Set Up	Monday and Tuesday, July 29 and 30	9:00 AM – 1:00 PM
Open Throwing	Wednesday, July 31 – Thursday, Aug 8	9:00 AM – 5:00 PM
Range Tear Down	Friday, Aug 9	9:30 AM – done

POPULACE THROWN WEAPONS WAR POINT

Please see battlefield schedule for hours

Last start will be 15 minutes before scheduled closing time

MIDDLE KINGDOM AND ALLIES CHAMPION THROWERS TRY OUTs.

You must be able to show excellent throwing skills in Ax, Knife, and spear. The point tally total: to be announced at time of try outs

Try outs will be held every day the range is open at 5:00 PM – 5:30PM

CONVENTIONS FOR PENNSIC

In addition to the SCA Thrown Weapons Standards and Conventions, please note these items for Pennsic War 51:

- All throwers must have footwear that covers the soles of their feet, although closed-toed footwear is recommended.
- The minimum age to throw is 5 years of age. Youths under 18 need to be registered at the range by a parent, court-designated legal guardian, or notarized guardian before they throw for the first time. The parent or guardian must stay at the range with those under 12 at all times. Once registered, those 12 and older can be at the range unaccompanied.
- Pennsic Thrown Weapons does not provide "loaner equipment". Individual throwers MAY choose to loan out equipment at their discretion.

Target Archery

Target Archery Marshal in Charge (Lord Kusunoki Yoshimoto)

VII. TARGET ARCHERY

ACTIVITIES

The archery range is located southwest of the main battlefield beyond oversized parking. There is a regular bus service to and from the range. There are classes and fun novelty shoots held each day on the range. Class schedules are in the Pennsic University section of the event guide and will be posted in the Marshal's Tent on the range.

Activities include a total of four War Points for archery: three populace shoots worth one point each, (Castle Clout Shoot, Soldier Shoot, and the Castle Window Shoot) and the Pennsic Archery Champions Shoot, worth one point. Archers will have the opportunity to shoot each of the three populace War Points once each day, or if archers would prefer, they may shoot each shoot up to a maximum of 5 times (once for each War Point day). If an archer wanted, they could shoot all their War Points in one day by shooting the Castle Clout Shoot 5 times, the Castle Window Shoot 5 times, and the Soldier Shoot 5 times.

ARCHERY RANGE HOURS AND SCHEDULES

The archery range will open at 09:00 on Monday July 29 and close at noon, August 9. Normal hours of operation will be 9:00AM - 4:00pm.

ARCHERY EQUIPMENT STANDARDS

1. Bows
    a. No compound bows are allowed.
    b. Adjustable or fixed sights may not be attached to straight bows or recurves. Marks on limbs are allowed.
    c. There are no draw weight limits for target archery bows.
    d. No modern spring/flipper rests or plunger buttons are allowed.
        i. Wire rests are not allowed.
        ii. Simple one-piece plastic attachable rests are allowed.
        iii. Plastic or nylon bristle rests are allowed.

e. Bow straps are allowed.
f. No stabilizers, clickers, or modern string release devices are allowed.
g. Bows with cutout risers (those bows you can see through from the side) must have the openings covered so as to present a solid surface and an appearance that is more in keeping with medieval archery.
h. Bows made of PVC are not allowed.

2. Crossbows
   a. No center-shot or split prod styles are allowed.
   b. No compound prods or break-cocking crossbows are allowed.
   c. No ballistae of any kind are allowed on the archery range.
   d. Rear peep sights may be attached, but front sights are not allowed.
   e. Limb coverings are not required.
   f. Slings may be attached to the bow but may not be used as an aid in shooting.
   g. Stocks made from any material other than wood must be covered and any cutouts (other than the hole that secures the prod to the stock, the binding bridle) that you can see through from the profile must be filled and/or covered to appear more in keeping with medieval archery.
   h. Pistol style grip/assault style stocks are forbidden.
3. Strings
   a. All strings must be appropriate for the bow type and weight.
      i. Strings may not be constructed of material prone to failure, such as natural sinew or gut.
      ii. Linen, silk, and artificial sinew strings are acceptable, as long as they are constructed properly.
      iii. Strings that have become knotted or those that have been repaired by knotting strands together are not allowed. This rule does not forbid string designs that incorporate knots in their original design.
   b. A nocking point may be attached to the string.
      i. Both metal and tied-on knocking points are acceptable.
      ii. A single nocking point is allowed. The nocking point may consist of one or two locators, which may be of any type.
      iii. The locators may not extend above or below the nock in such a way as to allow them to be used as sighting mechanisms.
   c. String silencers may be used.
   d. It is strongly recommended that the ends of the string be served, and that a serving cover the nocking area of the string. It should be noted that Japanese- and Flemish-style strings, which are rarely served at the ends, are acceptable.
   e. Peep sights mounted on the strings are not allowed.
4. Arrow and bolts
   a. All shafts shall be made of wood.
   b. No broadheads or tips that cause excessive damage to targets shall be used.
   c. Fletching
      i. Arrows shall be fletched with natural feathers, or any period material, no plastic vanes.
      ii. Bolts may be fletched with any period material.
   d. Nocks for arrows may be of any material.
   e. End caps, rings, or wrapping are not required for crossbow bolts.
5. Miscellaneous equipment
   a. Any type of quiver may be used, with the exception of those that attach to the bow.
   b. It is strongly recommended that an armguard or bracer be worn.
   c. A glove or finger tab may be used.
   d. All equipment should adhere to the spirit of medieval archery.
6. Exceptions
   a. Exceptions to the above rules may be granted by the Archery Marshal-in-Charge or his designated deputy.

Youth Combat

Youth Combat Marshal in Charge (Mathghamhain Ua Ruadháin)

VIII. YOUTH COMBAT
Youth Combat Marshal-in-Charge is Mathghamhain Ua Ruadháin.

The basis for the Pennsic 51 Youth Combat rules is the SCA Youth Combat Handbook. This Section will apply for both Youth Armored and Youth Fencing combat.

All youths' ages 6 to 17 are invited to join us on the battlefield for the Pennsic Youth Combat Program. The divisions are:

Division 1 (ages 6 to 9)
Division 2 (ages 10 to 13)
Division 3 (ages 14 to 17).

Youths who moved up a division or were held back because of size, strength, or maturity and youth from kingdoms with different age divisions may participate in the division that is most appropriate based on their home kingdom authorization.

- LOANER GEAR: The Youth Combat program at Pennsic does not supply loaner gear.

- AUTHORIZATIONS: Each kingdom may elect to hold authorization sessions for Youth Combat during the week. Check at the Youth Combat administration tent for more information.
- SERVICE: Youth combatants are expected to provide service at Pennsic. At a minimum, this will take the form of field sweeps for trash and water bottles in our own lists as well as the surrounding area.
- VOLUNTEERS: We encourage parents and marshals-in-training to volunteer at the Youth Combat list.

REGISTRATION AND SUPERVISION

A parent, court-appointed legal guardian, or notarized guardian must accompany their child/youth to the field and complete the registration process. To accommodate the growing number of youth attending Pennsic with a single parent, or with parents who are very active at Pennsic, the following parental presence rules will be in effect at the Youth Combat lists.

Division 1: Participants must have a parent, court-appointed legal guardian, notarized guardian, or other adult (age 18 or older, as designated by their parent/legal guardian/notarized guardian) remain with them during Youth Combat sessions.

a. The parent/legal guardian/notarized guardian must identify and introduce the responsible adult to the Youth Marshals-in-Charge so that the Youth marshals can confirm the parent-approved responsible adult designation and make sure that cell phone numbers or other rapid contact information are documented on the Youth Combat sign-in forms.
b. The designated responsible adult is required to have rapid contact information with him/her during the Youth Combat sessions.
c. Parents/legal guardians/notarized guardians must repeat the above procedure if they decide to appoint additional or different responsible adults during Pennsic.

Division 2: In accordance with the Pennsic Youth policies, participants under the age of 10 must be within voice range or in sight of a responsible adult or teenager while participating in Youth Combat. This encompasses the area immediately surrounding the Youth list fields.

All Youth Combatants and their responsible parent/adult/teenager will sign in with the marshals for each session. Even if a Youth Combatant has attended the morning session, a separate sign-in is necessary for the afternoon session.

PENNSIC YOUTH COMBAT BACKGROUND CHECK POLICY

The Marshals-in-Charge of Youth Combat at Pennsic, as listed on the Pennsic staff list, must present proof of a current SCA-required background check before they can assume their roles at Pennsic. Additionally, the background check policy applies to those marshals put in charge of the Youth Combat administration tent and the individual list fields for Divisions 1, 2, and 3.

SCHEDULE

The Youth Combat program will run from July 30 through August 6. Sessions are scheduled from 8:00 AM to 10:30 AM, and 2:00 PM to 4:30 PM daily, with a few exceptions. Times may vary to avoid conflict with other events. Melee will not be available if a tournament is scheduled on the lists. The Youth Combat list field will be open in the evenings for additional activities. Please check the schedule at the Youth Combat list for more information.

PENNSIC LI YOUTH COMBAT RULES OF THE LIST

No Youth Combat may occur without the presence of a warranted Youth marshal.

The word “HOLD” is to be used by marshals, fighters, parents or spectators to stop combat activities when they see a problem. You should use “HOLD” when you witness a behavior, weapon or armor condition that is unacceptable or dangerous.

Any combatant who refuses to obey the commands of the marshals shall be removed from the field.

Parents, guardians, mentors and other observers are expected to act with courtesy and behave in a responsible manner when in the list area.

Shields must be appropriate to the size, strength and control of the fighter. A fighter may be asked to demonstrate control with a shield if it appears to be too heavy or too large to handle properly.

Shields may not be used as offensive weapons. NO contact between a shield and the opponent’s body is allowed.

All combatants must present their kingdom-issued authorization information to participate in Youth Combat tournaments and melees.

At no time shall there be tournament combat between different divisions. “Death From Behind” conventions will not be used.

Engagement shall be the same as for adult armored combat at Pennsic.

ARMOR AND WEAPON INSPECTION

Prior to participating in youth combat activities, and at the beginning of each session, all equipment must be inspected and shall meet all safety and armor requirements of the appropriate division.

ARMOR STANDARDS

Armor standards are as per the SCA Youth Combat Rules, with these additional notes:
Helmet: A helmet with a lengthy open slot across the face, such as a catcher’s mask eye slot which does not have a nasal guard, will NOT

be permitted in Divisions 2 or 3.

WEAPON SPECIFICATIONS
Weapons standards are as per the SCA Youth Combat Rules, with these additional notes:
Division 1: Cores of half-inch nominal Sil-o-Flex are permitted for use in smaller hands. Golf tube cores are also permitted. Throwing hammers made without a solid core, which otherwise meet the safety criteria for weapon builds, may be used in melee if the marshal permits thrown weapons. Javelins made with a three-quarter-inch Siloflex or PEX core and standard thrusting tips may also be used in melees where the marshal permits thrown weapons.

SHIELD STANDARDS
Shield standards are as per the SCA Youth Combat Rules, with this additional note: There is now a minimum edge thickness of one-half inch.

Steel Combat

IX. ARMORED COMBAT WITH REBATED STEEL WEAPONS (STEEL COMBAT)

1. GENERAL
   1.1 There will be NO War Point for Armored Steel Combat.
   1.2 One marshal's tent will be set up near the main battlefield for Steel Combat.
   1.3 A List Field near the Steel Marshals' Tent shall be designated. A safety zone shall be marked on the ground.
   1.4 Any Steel Combat Marshal authorized by any participating Kingdom MAY act as a Steel Marshal at Pennsic 51.
   1.5 A Steel Combat Marshal MUST be present during all Steel Combat activity.
   1.6 A Marshal in Training may act as List Marshal under the supervision of an Authorized Steel Marshal.

2. SCHEDULE
   2.1 The Steel Combat List Field MAY be open during Peace Week as follows.
   2.2 A Steel Combat Introduction and Meet & Greet shall be held Wednesday, 31 July 2024 at 10 AM. NO EXPERIENCE NEC ESSARY! You do not even need to fight, but if you are a steel fighter, bring your kit! We need judges as well. Come ask us how you can join in the fun.
   2.3 A Steel Combat Judges Training Classes shall be held continually and ad hoc whenever there are interested people and the Steel listfield is in use.
   2.4 Steel Combat Marshal's Training Class shall be held ad hoc.
   2.5 Normal Hours of operation will generally be from 1:00 PM until 4:00 PM, starting Monday August 5, 2024, and running daily until 15 minutes prior to the start of the last battle on Friday August 9th.
   2.6 The Steel Combat area may be closed at certain times due to weather, lack of attendees, or during major battles, at the Steel Marshal in Charge's discretion.
   2.7 At 3pm on Thursday, August 8th, 2024 the Second Annual Known World Armored Steel Combat tournament will be held. Rules and details will be posted.

3. ARMOR AND WEAPONS STANDARDS
   3.1 All participants in SCA Steel Combat activity must meet Society-minimum armor standards as determined by the current version of the "*Armoured Combat with Rebated Blades (Armoured Steel Combat) Marshal's Handbook*" available on the SCA website. All fighters will ensure that their armor meets those standards while they are fighting. The Marshals reserve the right to ban any weapon or armor, even if it would be legal in another kingdom. Any unusual or non-standard armor or weapons will be brought to the attention of the Marshals before they will be allowed to be used. Decisions of the Marshal-in-Charge are final.

4. ARMOR AND WEAPON INSPECTION
   4.1 All armor and weapons must pass inspection before they may be used in any Steel Combat at Pennsic War 49. Inspections will be performed at the Steel Marshals' Tent or adjacent to it.

5. GENERAL COMBAT CONVENTIONS
   5.1 SCA Steel Combat rules are specific and restrictive in the types of combat allowed. Steel Combat at Pennsic 51 will adhere to these rules.
   5.2 Practice and training bouts may be fought with or without all four judges, but a List Marshal must still be active.

6. THE FOLLOWING RULES AND CONVENTIONS SPECIFIC TO PENNSIC ARE IN EFFECT
   6.1 Fighters from kingdoms where SCA Steel Combat has not yet been approved MAY participate in Steel Combat at Pennsic provided they adhere to all Society rules for such and these Pennsic Conventions including the following:
      6.1.1 Fighters may participate in training against an authorized Steel Marshal and under the direct supervision of that or another Steel Marshal. A Steel MIT may participate in this training as long as an authorized Steel Marshal is supervising.
      6.1.2 Fighters may get temporary authorizations for the duration of the current Pennsic War. This is done at the discretion of the Pennsic Armored Steel Combat Marshal or designated deputy.
   6.2 Authorizations for Armored Steel Combat MAY be conducted at Pennsic as time and list field availability allows. This is to be done as per the fighter's Kingdom policies and with Steel Marshals from that Kingdom.
   6.3 Pennsic will provide at least one designated list field for Steel Combat use. If that field is not the exact size described in the SCA Steel Combat handbook, fair effort will be made to delineate the boundaries and safety zone to match the size of the field available.
7. PENNSIC WAR 51 SPECIFIC STANDARDS
   7.1 There are no changes in effect.

Cultural Affairs

Deputy Mayor for Cultural Affairs (Baroness Katerina McGilledoroughe)

"Learning is a treasure that will follow its owner everywhere." — Chinese Proverb

Welcome back to our students and teachers! Pennsic University is the place where our passion for sharing what we know and what we do comes alive. With more than a thousand classes to choose from, everyone can find something they've always wanted to know about or find something interesting to while away an hour or two. Peruse the class schedule and the subject lists and prepare to be amazed at the breadth and depth of the knowledge that can be found in our SCA. Welcome! Pennsic University is only made possible by the dedication and talents of every one of our hundreds of instructors who volunteer their time and expertise to inspire and teach. Thank you all so much for sharing your SCA with the rest of us!

We would also like to take this opportunity to thank the Pennsic University staff.

Lord John Cholemondesleye Lead Developer for Thing 2.0, truly an amazing person, able to work coding miracles seemingly at the drop of a hat.
Master Alan Fairfax our Thing 2.0 Project Manager without whose guidance we could not have achieved as much as we did.
Lady Tangwystl verch Gruffydd, Lord Björn Orđlokarr, Master Gregory Blount, and Master Mael Eoin our awesome Thing 2.0 development team, we can't thank them enough for all the time they volunteered to make Thing 2.0 a reality.
Lady Gina Dragoni who keeps our University Point staffed and running smoothly.
Mistress Gwynnyd of York, the University Registrar, who schedules all the classes
Mistress Angharad ferch Tangwystl our Deputy Registrar who is an invaluable help to our Registrar
Mistress Artemesia Lacebrayder, our Thing Whisperer and general all around assistant to everyone.
Mistresses Alys-Katherine and Catherine-Aimée who proofread every class description.
The 20+ "track coordinators" who gather and present classes on specialized topics.
And all the wonderful people who volunteer at University Point either to man the help desk and answer questions or to rove the University area as Ambassadors.

University Point is located on St. Lawrence Way opposite St Lily's Commons near Chandler's Road.
Welcome to OUR University!

Mistress Ciara McRobbie Pennsic University Chancellor
IMPORTANT CHANGES FOR PENNSIC WAR 51

- Thing 2.0 is live and has replaced Thing 1.0!
- BogU has moved to E19.
- Performing Arts Rehearsal Classroom (PARC) has moved to the battlefield
- There will be a second Loud Tent out on the battlefield

IMPORTANT INFORMATION FOR TEACHERS Want to teach a class? No problem. Come to University Point and schedule a class right now. Already a teacher? Please check in at University Point at your earliest convenience to get your teacher 'thank you' token - and also so we know you are on site and ready to teach. University Point will be open from Tuesday, July 30, 2024 to Thursday, August 8, 2024, during regular University hours from 9:00 AM to 4:30 PM. If you are teaching in a private camp or merchant booth, please be ready to provide directions to your location from University Point when you check in.

IMPORTANT INFORMATION FOR STUDENTS There is no charge to attend any Pennsic classes. Some classes have handout and/or materials fees, but you may audit any class without cost, subject to safety considerations, if you wish. There are no signup lists permitted for any class. All class materials should be provided in a first come/first serve basis. Please do not come to "reserve" your place far ahead of your intended class when there is a class in session in the tent.

CULTURE Please use an empty tent to wait. No one should sell anything in any of our classes, unless the class takes place in a registered Merchant booth. Class handouts and materials kits should be provided at cost of materials and duplication. Come to University Point if you suspect an infraction of this policy.

MINORS AND CLASSES Everyone is welcome at the University! However, per University Policy, ANY minor (under 18) attending class in a Private Camp must have a parent or legal guardian who remains with them for the duration of the class. In the "regular" University Tents, minors are welcome, but minors under 12 must have a parent or legal guardian within direct eyesight for the duration of the class - except in YouthU and TeenU classes. Minors are NEVER permitted to attend any classes marked as "Adults Only".

CLASS SCHEDULE The class schedule that is included in this Pennsic War Event Guide includes all classes registered up to June 2, 2024. That's most of them. The most up-to-date and complete class information, including cancellations, can always be found online at http://thing. pennsicuniversity.org. The Pennsic Information Point also has a list of changes, deletions, and added classes every day

Period Games

Dean of the School of Games (Lord Aldred æt Aclum)

PERIOD GAMES

Visit the Period Games Tent to learn and play a large variety of board, card, and dice games.

We will be open first Monday, through the second Thursday. The tent opens daily at 10:00 am. Games and classes continue throughout the day, with the tent closing at 5 pm or whenever the last class is finished. Check the schedule for more details. All are welcome to stop by anytime to play. We will also be holding various tournaments with a prize for each winner!

The Games Tent is located in the Pennsic University block, next to the Dance Tent and facing Chandler's Way.

Schedules

DANCE

THURSDAY, AUGUST 01
9:00 PM - 12:00 AM ..... Early Bird Ball .....Dance

FRIDAY, AUGUST 02
9:00 PM - 12:00 AM ..... The Contessa's Red and Gold Ball .....Dance

SATURDAY, AUGUST 03
8:00 PM - 11:00 PM ..... Beginners' Ball .....Dance

SUNDAY, AUGUST 04
10:00 AM - 11:30 AM ..... All Ages Revel .....Dance

MONDAY, AUGUST 05
9:00 PM - 12:00 AM ..... Choral Ball .....Dance

TUESDAY, AUGUST 06
8:00 PM - 10:00 PM ..... Rainbow Ball .....Dance

WEDNESDAY, AUGUST 07
9:00 PM - 12:00 AM ..... Pennsic Grand Masked Ball .....Dance

THURSDAY, AUGUST 08
9:00 PM - 12:00 AM ..... Bye Bye Ball .....Dance

PERFORMING ARTS SCHEDULES

THURSDAY, AUGUST 01
7:00 PM - 8:30 PM ..... i Verdi Confusi : Peace Week Follies.....AMPHITHEATER

FRIDAY, AUGUST 02
5:00 PM - 6:00 PM ..... The Pennsic Mightier: Improv Comedy Show ..... PERFORMING ARTS
7:00 PM - 8:00 PM..... Readers' Theatre ..... PERFORMING ARTS

SATURDAY, AUGUST 03
6:00 PM - 7:00 PM ..... Songs and Stories with Old Tom ..... PERFORMING ARTS
7:00 PM - 8:00 PM ..... Concert: Tuppence: Folk and Historical Music ..... PERFORMING ARTS
8:00 PM - 9:00 PM ..... The Irish Frau and Friends ..... PERFORMING ARTS
9:00 PM - 10:30 PM ..... i Verdi Confusi : Players' Patchwork Theatre..... PERFORMING ARTS
8:30 PM - 10:30 PM ..... East/Midrealm Bardic Showcase.....MIDREALM ROYAL

SUNDAY, AUGUST 04
12:00 PM - 1:00 PM ..... A Labor of Lazzi .....AMPHITHEATER
7:00 PM - 8:30 PM ..... Efenwealt & Aenor in Concert .....AMPHITHEATER
5:00 PM - 6:00 PM ..... "You Don't Know Jack!" ..... PERFORMING ARTS
6:00 PM - 7:00 PM ..... Duke Moonwulf's Annual Pennsic Concert..... PERFORMING ARTS

7:00 PM - 8:30 PM ..... Not Your Typical Atlantian Thug Concert ..... PERFORMING ARTS
8:30 PM - 9:30 PM ..... Ruaidhri's Stories ..... PERFORMING ARTS
9:30 PM - 11:00 PM ..... i Sebastiani ! ..... PERFORMING ARTS

MONDAY, AUGUST 05
2:00 PM - 4:30 PM ..... PA Afternoon Series: Bardic Arts Exhibition ..... PERFORMING ARTS
6:00 PM - 7:00 PM ..... Thirteenth Annual Depressing Song Competition ..... PERFORMING ARTS
7:00 PM - 7:30 PM ..... The Debatable Choir ..... PERFORMING ARTS
7:30 PM - 9:00 PM ..... Thórvé and Friends ..... PERFORMING ARTS
9:00 PM - 10:00 PM ..... i Genesii ..... PERFORMING ARTS
7:00 PM - 8:00 PM ..... In a Fool's Garden with John Inchingham ..... AMPHITHEATER
8:00 PM - 9:00 PM ..... The Foxy Bard and Friends ..... AMPHITHEATER

TUESDAY, AUGUST 06
1:00 PM - 2:30 PM ..... European Music Expo ..... PERFORMING ARTS
3:00 PM - 5:00 PM ..... PA Afternoon Series : Known World Harp Expo ..... PERFORMING ARTS
6:00 PM - 6:30 PM ..... Stierbach Consort ..... PERFORMING ARTS
6:30 PM - 7:00 PM ..... Siobhan the Harper ..... PERFORMING ARTS
7:00 PM - 8:00 PM ..... Surreptitious Whiskey ..... PERFORMING ARTS
8:00 PM - 10:00 PM ..... John Inchingham, Cerian Cantwr, & House Sans Nomen ..... PERFORMING ARTS
10:00 PM - 11:00 PM ..... Whose Cause Is It Anyway Improv Comedy Show ..... PERFORMING ARTS
6:00 PM - 7:30 PM ..... i Sebastiani ! ..... AMPHITHEATER
7:30 PM - 9:30 PM..... Whose Line Doth It Be : Improv Wars ..... AMPHITHEATER

WEDNESDAY, AUGUST 07
1:00 PM - 2:00 PM..... East Kingdom Garden Concert ..... EAST KINGDOM ROYL HALL
3:00 PM - 5:00 PM ..... PA Afternoon Series: Commedia Experience ..... PERFORMING ARTS
6:00 PM - 6:30 PM ..... Stierbach Consort ..... PERFORMING ARTS
7:00 PM - 8:00 PM ..... Drake Oranwood: Troubadour Next Door ..... PERFORMING ARTS
8:00 PM - 10:00 PM ..... Bardic Concert: Marian of Heatherdale and Friends ..... PERFORMING ARTS
10:00 PM - 11:00 PM ..... Il Titolo Provvisorio ..... PERFORMING ARTS

THURSDAY, AUGUST 08
6:00 PM - 6:30 PM ..... KW Recorder Ensemble/Youth Instrumental Concert ..... PERFORMING ARTS
6:30 PM - 8:00 PM ..... Known World Choirs Concert ..... PERFORMING ARTS
8:00 PM - 9:30 PM ..... A Pack of Hounds ..... PERFORMING ARTS
9:30 PM - 11:00 PM ..... Commedia All Stars Show Lady WhistleSCAllion ..... PERFORMING ARTS
7:00 PM - 8:30 PM ..... i Verdi Confusi : War Week Follies ..... AMPHITHEATER

FRIDAY, AUGUST 09
6:00 PM - 6:30 PM ..... Youth Theatre Performance ..... PERFORMING ARTS
6:30 PM - 7:00 PM ..... Youth Commedia Performance ..... PERFORMING ARTS
7:00 PM - 8:00 PM ..... Known World Players Pre-Show Call ..... PERFORMING ARTS
8:00 PM - 11:00 PM ..... Known World Players Production of The Reckoning ..... PERFORMING ARTS

KINGDOM COURTS

TUESDAY, AUGUST 06
5:00 PM - 8:00 PM ..... Æthelmearc Court ..... Great Hall
5:30 PM - 7:00 PM ..... Drachenwald Royal Court and PCS Party ..... Drachenwald Royal
5:30 PM - 10:30 PM ..... East Kingdom Court ..... East Kingdom Battlefield

WEDNESDAY, AUGUST 07
6:00 PM - 8:00 PM ..... Atlantia Royal Court ..... Great Hall
6:00 PM - 9:00 PM ..... Ansteorra Royal Court ..... Ansteorra Royal: N06

THURSDAY, AUGUST 08
5:00 PM - 8:00 PM ..... Northshield Royal Court ..... Northshield Royal
6:00 PM - 9:00 PM ..... Middle Kingdom Court ..... Middle Kingdom Battlefield
6:00 PM - 9:00 PM ..... Ealdormere Royal Court ..... East Kingdom Battlefield
6:00 PM - 8:00 PM ..... Calontir Royal Court ..... Calontir Royal
6:30 PM - 9:30 PM ..... Meridies Royal Court ..... Meridies Royal
7:00 PM - 10:00 PM ..... Trimaris Royal Court ..... Trimaris Royal

MARSHAL ARTS

MONDAY, JULY 29

9:00 AM - 1:00 PM ..... Thrown Weapons Range Set-Up ..... Thrown Weapons Tournament Range
9:30 AM - 12:30 PM ..... Archery Range Set-Up ..... Archery Field
10:00 AM - 11:00 AM ..... Destreza Principles and Philosophy ..... Rapier Field
12:30 PM - 1:30 PM ..... Archery Marshal and MIT Orientation ..... Archery Marshalls Tent

TUESDAY, JULY 30

7:00 AM - 9:00 AM ..... Intermediate Archery Class ..... Archery Field
8:00 AM - 9:00 AM ..... Études 2 and 3 for Single Sword (Fencing) ..... Rapier Field
9:00 AM - 1:00 PM ..... Thrown Weapons Range Set-Up ..... Thrown Weapons Tournament Range
11:00 AM - 3:00 PM ..... Peace Week Archery Practice ..... Archery Field
11:00 AM - 1:00 PM ..... Shooting a Crossbow: Archery Gold ..... Archery Field
12:00 PM - 1:30 PM ..... KW Thrown Weapons Marshals: Opening Meeting ..... Thrown Weapons Teaching Tent
1:00 PM - 4:00 PM ..... Coaches' Corner Fight Practice ..... Armored List
1:00 PM - 3:00 PM ..... Midrealm Grappling Experiment: Introduction ..... Rapier List 3
3:00 PM - 4:30 PM ..... Archery Long Distance Shooting ..... Archery Field

WEDNESDAY, JULY 31

7:00 AM - 9:00 AM ..... Intermediate Archery Class ..... Archery Field
8:00 AM - 9:00 AM ..... Études 2 and 3 for Single Sword (Fencing) ..... Rapier Field
9:00 AM - 11:00 AM ..... Combat Archery Ammunition Inspection ..... Inspection Point
9:00 AM - 2:00 PM ..... Youth Rapier Activities ..... Youth Rapier List
10:00 AM - 11:00 AM ..... Archery Marshal and MIT Orientation ..... Archery Marshalls Tent
10:00 AM - 11:30 AM ..... Thumb-Ring Archery ..... Gold Archery Field
10:00 AM - 11:00 AM ..... SCA Steel Meet-and-Greet ..... Steel Combat
11:00 AM - 3:00 PM ..... Peace Week Archery Practice ..... Archery Field
11:00 AM - 1:00 PM ..... Shooting a Crossbow: Archery ..... Red Archery Field
11:00 AM - 1:30 PM ..... Youth Heavy List Skills, Games, and Drills ..... Youth Combat List
1:00 PM - 3:00 PM ..... Combat Archery Ammunition Inspection ..... Inspection Point
1:00 PM - 4:00 PM ..... Coaches' Corner Fight Practice ..... Armored List
1:00 PM - 3:00 PM ..... Midrealm Grappling Experiment: Introduction ..... Rapier List 3
2:00 PM - 3:00 PM ..... Middle Kingdom Youth Rapier Rules Refresher ..... Youth Rapier List
2:00 PM - 3:00 PM ..... Beginner Thrown Weapons ..... Thrown Weapons Teaching Range
2:00 PM - 4:00 PM ..... Pyssel Picnic with Drachenwald: Crafts Picnic ..... Fort
3:00 PM - 4:30 PM ..... Archery Long Distance Shooting ..... Archery Field

THURSDAY, AUGUST 01

7:00 AM - 9:00 AM ..... Intermediate Archery Class ..... Archery Field
8:00 AM - 9:00 AM ..... Études 2 and 3 for Single Sword (Fencing) ..... Rapier Field
8:30 AM - 11:00 AM ..... Morning Skills and Sparring ..... Youth Combat List
9:00 AM - 11:00 AM ..... Combat Archery Ammunition Inspection ..... Inspection Point
9:00 AM - 2:00 PM ..... Youth Rapier Activities ..... Youth Rapier List
9:00 AM - 10:00 AM ..... Basic Atlatl ..... Atlatl Range
10:00 AM - 12:00 PM ..... Early Bird Tournament 18 ..... Rapier Field
10:00 AM - 11:00 AM ..... Introduction to Fiore's Italian Longsword ..... Rapier List 3
10:00 AM - 11:00 AM ..... Beginner Thrown Weapons ..... Thrown Weapons Teaching Range
11:00 AM - 3:00 PM ..... Peace Week Archery Practice ..... Archery Field
11:00 AM - 1:00 PM ..... Shooting a Crossbow: Archery ..... Gold Archery Field
12:00 PM - 2:00 PM ..... Horsin' Around Without Horses ..... Battlefield West
1:00 PM - 3:00 PM ..... Combat Archery Ammunition Inspection ..... Inspection Point
1:00 PM - 4:00 PM ..... Coaches' Corner Fight Practice ..... Armored List
1:00 PM - 3:00 PM ..... Midrealm Grappling Experiment: Authorization ..... Rapier List 3
2:00 PM - 4:30 PM ..... Afternoon Youth Heavy List Battlefield Games ..... Youth Combat List
3:00 PM - 4:30 PM ..... Archery Long Distance Shooting ..... Archery Field

FRIDAY, AUGUST 02

7:00 AM - 9:00 AM ..... Intermediate Archery Class ..... Archery Field
8:00 AM - 9:00 AM ..... Études 2 and 3 for Single Sword (Fencing) ..... Rapier Field
8:30 AM - 11:00 AM ..... Morning Skills and Sparring ..... Youth Combat List
9:00 AM - 11:00 AM ..... Pennsic Flight Shoot ..... White Archery Field
9:00 AM - 11:00 AM ..... Combat Archery Ammunition Inspection ..... Inspection Point
9:00 AM - 2:00 PM ..... Youth Rapier Activities ..... Youth Rapier List
9:00 AM - 10:00 AM ..... Atlatls of the World: A Geographical Survey ..... Atlatl Range
9:30 AM - 11:00 AM ..... Thumb-Ring Archery ..... Gold Archery Field
10:00 AM - 11:00 AM ..... Introduction to Fiore's Italian Longsword ..... Rapier List 3
10:00 AM - 1:00 PM ..... 12th Annual Rapier Poker Tournament ..... Rapier Field
10:00 AM - 11:00 AM ..... Youth Axe-Throwing Instruction ..... Thrown Weapons Teaching Range

FRIDAY, AUGUST 02

11:00 AM - 3:00 PM	Peace Week Archery Practice	Archery Field
11:00 AM - 1:00 PM	Drachenwald Ribbon Tournament	Battlefield East
1:00 PM - 2:00 PM	Beginner Thrown Weapons	Thrown Weapons Teaching Range
1:00 PM - 3:00 PM	Combat Archery Ammunition Inspection	Inspection Point
1:00 PM - 5:00 PM	Siege Inspections	Marshalls' Point
1:00 PM - 4:00 PM	Coaches' Corner Fight Practice	Armored List
1:00 PM - 3:00 PM	Midrealm Grappling Experiment - Tournament	Rapier List 3
2:00 PM - 3:00 PM	Middle Kingdom: Barony of Rivenstar's Lava Tourney	Youth Rapier List
2:00 PM - 4:30 PM	Afternoon Youth Heavy List Battlefield Games	Youth Combat List
2:00 PM - 4:00 PM	Poker	Thrown Weapons Tournament Range
3:00 PM - 4:00 PM	Archery Marshal and MIT Orientation	Archery Marshalls Tent

SATURDAY, AUGUST 03

8:30 AM - 11:00 AM	Morning Skills and Sparring	Youth Combat List
9:00 AM - 10:30 AM	French Bâton : A Living Stickfighting Tradition	Rapier List 3
9:00 AM - 12:00 PM	Rapier Battle of La Rochelle	Fort
9:00 AM - 11:00 AM	Combat Archery Ammunition Inspection	Inspection Point
9:00 AM - 12:00 PM	Duke Hunt (Siege)	Battlefield West
9:00 AM - 2:00 PM	Youth Rapier Activities	Youth Rapier List
10:00 AM - 11:00 AM	Beginner Thrown Weapons	Thrown Weapons Teaching Range
10:00 AM - 11:00 AM	Guild of Saint Barbara Annual Meeting	Gunnery Point on Mt Eislinn:
10:00 AM - 4:00 PM	Ullr's Games: A Known World Archery Challenge	Archery Field
11:00 AM - 12:00 PM	Fighting I.33 on the SCA Fencing	Field Rapier List 3
11:00 AM - 12:00 PM	Using a Sling in the SCA	Atlatl Range
11:00 AM - 3:00 PM	Tarl's Little Polearm Tourney 17	Armored List
11:30 AM - 1:00 PM	SCA Pike and Shot Mêlée (Rapier)	Battlefield North
12:00 PM - 1:00 PM	I.33 Tournament	Rapier List 3
12:00 PM - 2:00 PM	Balearic Sling Tournament	Atlatl Range
1:00 PM - 3:00 PM	Combat Archery Ammunition Inspection	Inspection Point
1:00 PM - 3:00 PM	Kamikaze Battle	Fort
1:00 PM - 5:00 PM	Siege Inspections	Marshalls' Point
1:00 PM - 3:00 PM	Guild of Saint Barbara Black Powder Training	Gunnery Point on Mt Eislinn:
1:00 PM - 4:00 PM	Scarf Family Meet-and-Beat	Rapier List 4
2:00 PM - 3:00 PM	The Battle of Tortuga (Rapier)	Rapier Field
3:00 PM - 4:30 PM	Stab and Gab Rapier Gathering	Rapier Field
3:00 PM - 4:00 PM	Advanced Thrown Weapons	Thrown Weapons Teaching Range
3:00 PM - 5:00 PM	Period Black Powder Firearms: Safety and Handling	Gunnery Point on Mt Eislinn:
3:00 PM - 4:00 PM	Siege 101	Battlefield
4:00 PM - 5:30 PM	KW Thrown Weapons Marshals: Opening Meeting	Thrown Weapons Tournament Range
5:00 PM - 7:00 PM	Archery Champions' Practice	Archery Field
5:00 PM - 7:30 PM	Opening Ceremonies	Battlefield

SUNDAY, AUGUST 04

8:30 AM - 11:00 AM	Morning Skills and Sparring	Youth Combat List
9:00 AM - 12:00 PM	Archery: 10th Pennsic Period Shoot	Archery Field
9:00 AM - 10:30 AM	Thrown Weapons MIT: Part 1	Thrown Weapons Teaching Tent
9:00 AM - 11:00 AM	Combat Archery Ammunition Inspection	Inspection Point
9:00 AM - 11:00 AM	Rapier Bear Pit Tourney	Rapier Field
9:00 AM - 2:00 PM	Youth Rapier Activities	Youth Rapier List
10:00 AM - 11:00 AM	Allied Champions Battle	Battlefield
11:00 AM - 12:00 PM	How to Teach Youth to Throw	Thrown Weapons Teaching Tent
11:00 AM - 1:00 PM	Ane du Vey Tournament	Thrown Weapons Tournament Range
11:30 AM - 12:00 PM	Unbelted Champions and Alternates Battle	Battlefield
12:00 PM - 12:30 PM	Belted Champions Battle	Battlefield
12:00 PM - 1:00 PM	KW Baronial Archery Shoot Setup	Blue Archery Field
12:30 PM - 1:00 PM	Rapier Mêlée Champions	Battlefield
1:00 PM - 2:00 PM	Making a Braided Sling	Thrown Weapons Teaching Tent

SUNDAY, AUGUST 04

1:00 PM - 3:00 PM	Combat Archery Ammunition Inspection	Inspection Point
1:00 PM - 5:00 PM	Siege Inspections	Marshalls' Point
1:00 PM - 3:00 PM	Known World Baronial Archery Champions' Tourney	Blue Archery Field
2:00 PM - 3:00 PM	Beginner Thrown Weapons	Thrown Weapons Teaching Range
2:00 PM - 4:00 PM	Heroic Champions (Armored and Rapier)	Battlefield
2:00 PM - 4:00 PM	Youth Combat Marshal Collegium: Marshaling	Youth Combat List
2:00 PM - 4:00 PM	Poker	Thrown Weapons Tournament Range
3:00 PM - 5:00 PM	Known World Head-to-Head Archery Tournament.	Blue Archery Field

SUNDAY, AUGUST 04

4:00 PM - 5:00 PM ..... Youth Marshal Meet-and-Greet ..... Youth Combat List
5:00 PM - 7:00 PM ..... Archery Champions' ..... Practice Archery Field
5:00 PM - 6:00 PM ..... Archery Marshal and MIT Orientation ..... Marshalls' Point
5:30 PM - 8:00 PM ..... East and Middle Kingdoms Champions' Teams Tryouts ..... Thrown Weapons Tournament Range
6:00 PM - 8:00 PM ..... Combat of the Thirty ..... Battlefield North
6:00 PM - 8:00 PM ..... A Night with Knights ..... Youth Combat List
6:00 PM - 11:00 PM ..... Vigil ..... Fort Tower East
6:00 PM - 9:00 PM ..... Known World Helgaball Tournament ..... Battlefield East
8:00 PM - 11:00 PM ..... Vigil for Mikael Melrakki ..... Fort Tower West

MONDAY, AUGUST 05

7:00 AM - 9:00 AM ..... Archery: Casimir's Clout Contemplation ..... White Archery Field
8:00 AM - 9:00 AM ..... Études 2 and 3 for Single Sword (Fencing) ..... Rapier Field
9:00 AM - 10:00 AM ..... Bodywork for Fighters and Fencers ..... Rapier List 3
9:00 AM - 11:00 AM ..... Archery Practice ..... Archery Field
9:00 AM - 11:00 AM ..... Thrown Weapons MIT: Part 2 ..... Thrown Weapons Teaching Tent
9:00 AM - 2:00 PM ..... Youth Rapier Activities ..... Youth Rapier List
9:00 AM - 10:00 AM ..... Basic & Advanced Atlatl with Survey of World Use ..... Atlatl Range
10:00 AM - 11:00 AM ..... Archery Marshal and MIT Orientation ..... Archery Marshalls Tent
10:00 AM - 11:30 AM ..... Thumb-Ring Archery ..... Gold Archery Field
10:00 AM - 12:00 PM ..... Armored Town / Cathedral Battle ..... Battlefield
10:00 AM - 4:00 PM ..... Thrown Weapons Populace War Point ..... Thrown Weapons Populace Range
10:00 AM - 12:00 PM ..... Ansteorra Rapier Tournament ..... Rapier Field
10:30 AM - 12:00 PM ..... Cutting with the Rapier for C&T ..... Rapier List 4
11:00 AM - 5:00 PM ..... Archery Populace War Point Shoot ..... Archery Field
11:00 AM - 1:00 PM ..... Estrogen and Axes Tournament ..... Thrown Weapons Tournament Range
11:00 AM - 12:30 PM ..... Thrown Weapon Accessibility Discussion/Instruction ..... Thrown Weapons Teaching Tent
1:00 PM - 3:00 PM ..... Blue Feather Rainbow Fling ..... Thrown Weapons Tournament Range
1:00 PM - 3:00 PM ..... Rapier Town / Cathedral Battle ..... Battlefield
1:00 PM - 4:00 PM ..... SCA Steel Combat ..... Steel Combat
2:00 PM - 4:00 PM ..... Æthelmearc Tag Team Tournament ..... Youth Combat List
2:00 PM - 3:00 PM ..... Advanced Thrown Weapons ..... Thrown Weapons Teaching Range
2:00 PM - 3:00 PM ..... Filipino Knife Fighting ..... Armored List Blue
2:00 PM - 4:30 PM ..... Æthelmearc Tag Team Tournament ..... Armored List Red
3:00 PM - 4:00 PM ..... Beginner Thrown Weapons ..... Thrown Weapons Teaching Range
3:00 PM - 5:00 PM ..... Atlantian 5-Person Rapier Mêlée Tournament ..... Rapier Field
5:00 PM - 6:00 PM ..... Atlantian Unbelted10-Man Mêlée Tournament ..... Battlefield West
5:00 PM - 7:00 PM ..... Contingency Archery Champions' Practice / Tryouts ..... Archery Field
5:30 PM - 8:00 PM ..... East and Middle Kingdoms Champions' Teams Tryouts ..... Thrown Weapons Tournament Range
6:00 PM - 8:00 PM ..... Tarl's Youth Polearm Tournament ..... Youth Combat List

TUESDAY, AUGUST 06

7:00 AM - 9:00 AM ..... Archery: Casimir's Clout Contemplation ..... White Archery Field
8:00 AM - 9:00 AM ..... Études 2 and 3 for Single Sword (Fencing) ..... Rapier Field
8:00 AM - 12:00 PM ..... Thrown Weapons Champions ..... Thrown Weapons Tournament Range
9:00 AM - 11:00 AM ..... Archery Practice ..... Archery Field
9:00 AM - 10:00 AM ..... Fitness and Conditioning for Fencers ..... Rapier List 3
9:00 AM - 2:00 PM ..... Youth Rapier Activities ..... Youth Rapier List
9:00 AM - 10:00 AM ..... Coke vs Moxie Challenge ..... Red Archery Field
10:00 AM - 12:00 PM ..... Known World Rapier Cadet ..... Tournament Rapier Field
10:00 AM - 12:00 PM ..... Armored Hidden Fortress Battle ..... Battlefield
10:00 AM - 4:00 PM ..... Thrown Weapons Populace War Point ..... Thrown Weapons Populace Range
11:00 AM - 5:00 PM ..... Archery Populace War Point Shoot ..... Archery Field
12:00 PM - 4:00 PM ..... Knowne Worlde Baronial Championship Tournament ..... Youth Combat List
1:00 PM - 3:00 PM ..... Dwarves vs. Giants ..... Armored List
1:00 PM - 3:00 PM ..... Rapier Hidden Fortress Battle ..... Battlefield
1:00 PM - 4:00 PM ..... SCA Steel Combat ..... Steel Combat
3:00 PM - 5:00 PM ..... Æ's Women and Gender Minorities Rapier Tourney ..... Rapier List 1
3:00 PM - 4:00 PM ..... Youth Axe-Throwing Instruction ..... Thrown Weapons Teaching Range
3:00 PM - 4:00 PM ..... Long Distance Spear Tournament ..... Atlatl Range
4:00 PM - 5:00 PM ..... Build a Rapier Tower IKEA-Style ..... Rapier Tent
5:00 PM - 6:00 PM ..... Atlantian Squires' Tournament ..... Armored List

WEDNESDAY, AUGUST 07

8:00 AM - 9:00 AM ..... Études 2 and 3 for Single Sword (Fencing) ..... Rapier Field
8:30 AM - 11:00 AM ..... Morning Skills and Sparring ..... Youth Combat List
9:00 AM - 11:00 AM ..... Æthelmearc Rapier Novice Tourney ..... Rapier Field
9:00 AM - 10:00 AM ..... Tournament of Defense for Youth Rapier ..... Youth Rapier List

WEDNESDAY, AUGUST 07

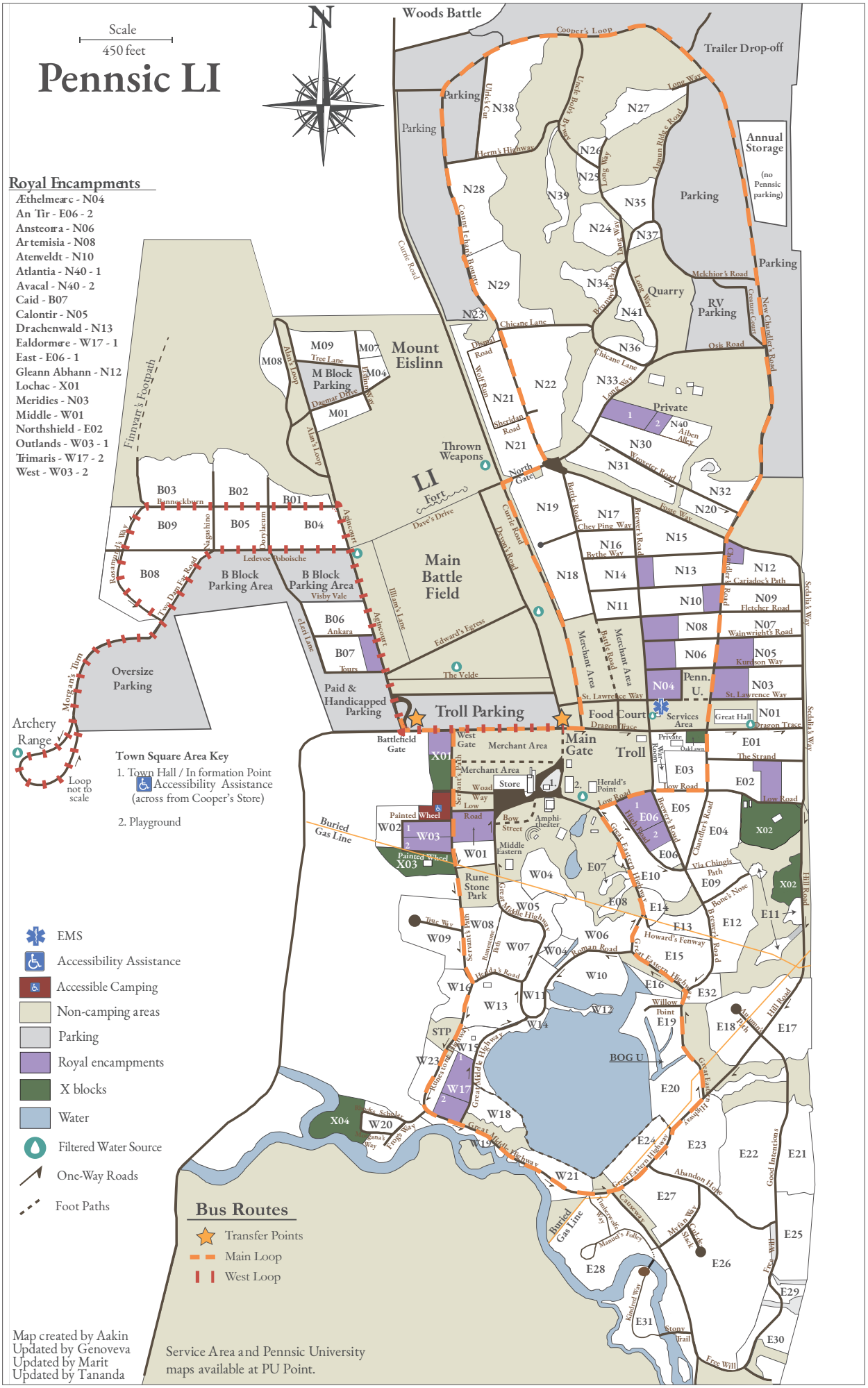
9:00 AM - 3:00 PM ..... Archery Champions' Shoot ..... Archery Field
9:00 AM - 10:30 AM ..... Throwing Tournament for the Physically Challenged ..... Thrown Weapons Tournament Range
9:00 AM - 10:00 AM ..... Basic & Adv Atlatl 2: Demo of Weighted Atlatls ..... Atlatl Range
9:00 AM - 11:00 AM ..... Evaluating Weapon Strikes Against an Armored Pig ..... Rapier List 4
9:00 AM - 10:00 AM ..... Set Up for Knowne World Baronial Champions Tourney ..... Armored List
10:00 AM - 11:00 AM ..... Beginner Thrown Weapons ..... Thrown Weapons Teaching Range
10:00 AM - 12:00 PM ..... Known World Armored Baronial Champions Tourney ..... Armored List
10:00 AM - 2:00 PM ..... Youth Rapier Activities Youth ..... Rapier List
10:00 AM - 4:00 PM ..... Thrown Weapons Populace War Point ..... Thrown Weapons Populace Range
10:00 AM - 12:00 PM ..... By-the-Book Historical Fencing Tournament ..... Rapier List 3
11:00 AM - 2:00 PM ..... Heavy Weapons Graybeard Tournament ..... Battlefield East
11:00 AM - 12:00 PM ..... Beginning Spear ..... Thrown Weapons Teaching Range
11:00 AM - 12:00 PM ..... Fair and Fun Thrown Weapons Tournament: Discussion ..... Thrown Weapons Teaching Tent
11:00 AM - 1:00 PM ..... Children's Water Battle: Set-Up ..... Fort
11:00 AM - 1:00 PM ..... Spear Biathlon ..... Thrown Weapons Tournament Range
12:30 PM - 2:30 PM ..... Known World Rapier Baronial Champions Tourney ..... Armored List
12:30 PM - 2:00 PM ..... The Tadcaster Militia Gauntlet Arcade Extravaganza ..... Rapier Field
1:00 PM - 3:00 PM ..... Children's Water Battle ..... Fort
1:00 PM - 4:00 PM ..... SCA Steel Combat ..... Steel Combat
2:00 PM - 5:00 PM ..... Greybeard Tourney: Rapier ..... Rapier Field
2:00 PM - 3:00 PM ..... Middle Kingdom Youth Rapier Rules Refresher ..... Youth Rapier List
2:00 PM - 4:00 PM ..... KW Baronial Champions' Thrown Weapons Tournament ..... Thrown Weapons Tournament Range
2:00 PM - 4:30 PM ..... Afternoon Youth Heavy List Battlefield Games ..... Youth Combat List
3:00 PM - 5:30 PM ..... Combat Archery & Siege Battles ..... Battlefield
3:00 PM - 4:00 PM ..... Children's Water Battle: Clean-Up ..... Fort
5:00 PM - 7:00 PM ..... Period Black Powder Firearms: Safety and Handling ..... Gunnery Point on Mt Eislinn:
5:00 PM - 6:00 PM ..... Reaper Meet and Beat! ..... Armored List

THURSDAY, AUGUST 08

8:00 AM - 9:00 AM ..... Études 2 and 3 for Single Sword (Fencing) ..... Rapier Field
9:00 AM - 11:00 AM ..... Archery Practice ..... Archery Field
9:00 AM - 12:00 PM ..... Youth Combat Castle Battle ..... Fort
10:00 AM - 12:00 PM ..... Thrown Weapons Bear Pit Tournament ..... Thrown Weapons Tournament Range
10:00 AM - 4:00 PM ..... Thrown Weapons Populace War Point ..... Thrown Weapons Populace Range
11:00 AM - 5:00 PM ..... Archery Populace War Point Shoot ..... Archery Field
11:00 AM - 1:00 PM ..... Armored Woods Battle ..... Woods
12:00 PM - 3:00 PM ..... SCA Steel Combat ..... Steel Combat
1:00 PM - 3:00 PM ..... Youth Thrown Weapons Tournament ..... Thrown Weapons Tournament Range
2:00 PM - 3:30 PM ..... Rapier Woods Battle ..... Woods
3:00 PM - 5:00 PM ..... Two-Handed Weapon Tournament ..... Thrown Weapons Tournament Range
3:00 PM - 5:00 PM ..... 2nd Known World Armored Steel Tournament ..... Steel Combat

FRIDAY, AUGUST 09

9:00 AM - 10:30 AM ..... Thrown Weapons MIT Class: Test and Final Questions ..... Thrown Weapons Teaching Tent
9:00 AM - 1:00 PM ..... Archery Populace War Point Shoot ..... Archery Field
9:30 AM - 12:30 PM ..... Thrown Weapons Range Tear-Down and Storage ..... Thrown Weapons Tournament Range
10:00 AM - 12:00 PM ..... Heroes Armored Field Battles ..... Battlefield
10:30 AM - 11:30 AM ..... Thrown Weapons Marshals' Closing Meeting ..... Thrown Weapons Teaching Range
12:00 PM – 1:30 PM ..... Heroes Rapier Field Battles ..... Battlefield
1:00 PM - 4:00 PM ..... Archery Range Strike ..... Archery Field
1:00 PM - 4:00 PM ..... SCA Steel Combat ..... Steel Combat


Scale
450 feet
Pennsic LI
N
Royal Encampments
Ætheilmearc - N04
An Tir - E06 - 2
Ansteorra - N06
Artemisia - N08
Atenveldt - N10
Atlantia - N40 - 1
Avacal - N40 - 2
Caid - B07
Calontir - N05
Drachenwald - N13
Ealdormere - W17 - 1
East - E06 - 1
Gleann Abhann - N12
Lochac - X01
Meridies - N03
Middle - W01
Northshield - E02
Outlands - W03 - 1
Trimaris - W17 - 2
West - W03 - 2
Woods Battle
Trailer Drop-off
Parking
Annual Storage
(no Pennsic parking)
Mount Eislinn
M Block Parking
Thrown Weapons
LI Fort
Main Battle Field
B Block Parking Area
Oversize Parking
Archery Range
Paid & Handicapped Parking
Troll Parking
Food Court
Services Area
Great Hall
Main Gate
Troll
Penn. U.
Quarry
RV Parking
Private
Rune Stone Park
Middle Eastern
Store
Merchant Area
Battlefield Gate
West Gate
Town Square Area Key
1. Town Hall / In formation Point
Accessibility Assistance
(across from Cooper's Store)
2. Playground
Loop not to scale
EMS
Accessibility Assistance
Accessible Camping
Non-camping areas
Parking
Royal encampments
X blocks
Water
Filtered Water Source
One-Way Roads
Foot Paths
Bus Routes
Transfer Points
Main Loop
West Loop
Buried Gas Line
BOG U
STP
Map created by Aakin
Updated by Genoveva
Updated by Marit
Updated by Tananda
Service Area and Pennsic University maps available at PU Point.
last edit 05/23/2024 TD

Calligraphy

Shji : Japanese Calligraphy Workshop

calligraphy, far eastern
Slveig Þrándardóttir Aethelmearc 2 hours
Fri Aug 2 1:00 PM - 3:00 PM Æthelmearc 2
Handouts Limit 20 $1.00
Materials Limit 10 $4.00 Covers production cost of the handout. I have been advised to include a handout for this class.Cost of paper and ink both of which are specialized and imported directly from Japan.

A hands-on introduction to designing and executing Japanese official documents. The class handout introduces historical character styles and how documents were attested. We will also briefly discuss paper and East Asian calligraphy tools. The bulk of the class will consist of a hands-on calligraphy class similar to those held in Tokyo. Please bring large bamboo writing brushes, ink stones, paper weights, and *hanshi* - size felt mats if you have them. There will be limited loaner supplies of all of these available at class. Paper and ink are included in the class materials fee. New five-character copy sheets of Zen sayings will be available to returning participants.

A Signature for your Persona

calligraphy, beginner
THL Ceindrech verch Elidir Aethelmearc 1 hour
Wed Jul 31 3:00 PM - 4:00 PM Æthelmearc 1
Sun Aug 4 2:00 PM - 3:00 PM Æthelmearc 2
Handouts Limit 20
Materials Limit 20

Most calligraphy looks much harder than it is. Underneath most scripts are only a few basic strokes. Come pick a script that's appropriate to your persona and learn the basics to create a signature all your own. Beginner calligraphy, no neat handwriting or artistic skill required.

Ask a Scribe

Mistress Liadhain Aethelmearc 1 hour
Wed Jul 31 4:00 PM - 5:00 PM Æthelmearc 2
Thu Aug 1 1:00 PM - 2:00 PM Æthelmearc 2
Fri Aug 2 10:00 AM - 11:00 AM Æthelmearc 1
Sat Aug 3 10:00 AM - 11:00 AM Æthelmearc 1
Mon Aug 5 12:00 PM - 1:00 PM Æthelmearc 2
Tue Aug 6 9:00 AM - 10:00 AM Æthelmearc 2

These are informal drop-in classes for any scribe who's looking for advice, guidance, or help with any aspect of calligraphy and/or illumination. Several different experienced scribes will be hosting these sessions during Peace Week and War Week.

Beginning Calligraphy

Master Adnar Dionadair Ealdormere 1.5 hours
Mon Aug 5 9:00 AM - 10:30 AM Æthelmearc 2

Discover your beautiful hand using dip pens! While materials are provided, your favorite things to play calligraphy with are also welcome. Drop-ins welcome

Calligraphy for Teens

Master Adnar Dionadair Ealdormere 1.5 hours
Wed Jul 31 12:00 PM - 1:30 PM A&S 6

Geared for teens, this is an introduction to the calligraphic arts using dip pens. Drop-in style.

Creating Scribal Teams: A Wordsmith's Perspective

scribal
Baroness Sadira bint Wassouf Aethelmearc 1 hour
Sat Aug 3 1:00 PM - 2:00 PM Æthelmearc 2
Handouts Limit 20

As time passes, we are building more teams of artist, calligrapher, and wordsmith in order to produce more scrolls. Learn some ways to make teams more interactive and fun for all participants. Share ideas that have worked for your own teams.

Introduction to Gothic ("Blackletter") Calligraphy

Maestro Piero di Paxiti da Vincenza Ealdormere 1 hour
Sat Aug 3 11:00 AM - 12:00 PM Bog U

New to calligraphy? Looking to start somewhere? This hand was popular through much of the period and regions the SCA covers, and it's still popular from signage to tattoos! Bring your own pens if you have them; some loaners will be available.

Introduction to Scribing on Parchment

scribal, illumination, calligraphy
Honorable Lady Nichola Beese Aethelmearc 1.5 hours
Fri Aug 2 1:00 PM - 2:30 PM Guild Mirandola
Materials Limit 15 $5.00 Parchment pieces, use of paints and inks

Learn how to prep, draw, and paint on real parchment.

It Is Very Hard to be Afraid of a Felt Tip Pen

Mistress AElvyeva of the Hazel Thicket East 1 hour
Thu Aug 1 2:00 PM - 3:00 PM Æthelmearc 2

Try calligraphy using a felt-tip calligraphy pen. No ink. No metal nibs, no cutting quills. No blotching or blotting. Make pen strokes without fear! Learn about pen width and letter height and how they are related! Look through some intro-to-medieval-calligraphy books! Yeah, we will discuss pens and inks and all that, but golly folks, that is *not* where anyone needs to start.

Open Scribal

Master Adnar Dionadair Ealdormere 1 hour
Wed Aug 7 11:30 AM - 12:30 PM Æthelmearc 1

This is an open table session where any calligraphic project or question is welcome.

Sprucing Up Your Calligraphy

calligraphy, european
Mistress Arianna of Wynthrope Aethelmearc 1 hour
Wed Jul 31 11:00 AM - 12:00 PM Æthelmearc 1
Materials Limit 12 $5.00 Attendees who want to take supplies home will receive:- Pen Handle- Nib- Ink- Pergamenata- Typewriter eraser

Scribes, is your calligraphy not quite what you want it to be? This class is for you! We'll cover tools and techniques to make your calligraphy look like the real period hands seen in manuscripts. You'll learn how to use a square nib dip pen to make thick and thin strokes, how to control your ink flow, how to properly space the letters based on the style and time period of the hand, and how to create the best layout. Bring your scribal box and let's practice! Supplies will be available for loan during the class or for purchase.

The Angle and the Line: Calligraphy

calligraphy, european, scribal
Maestro Piero di Paxiti da Vincenza Ealdormere 1 hour
Fri Aug 2 9:00 AM - 10:00 AM Æthelmearc 1

Rather than study a specific hand, we will discuss a variety of hands with an eye to comparing how nice angle and proportions change the overall feel of the writing.

What's All This About Pen Width and Letter Height?

Mistress AElvyeva of the Hazel Thicket East 1 hour
Fri Aug 2 12:00 PM - 1:00 PM Æthelmearc 1

What's all this I hear about pen width and letter height? Let's break down how letters are made, how all those pen strokes come together, how to make them into words, and how to make words into sentences. (Disclosure: There are a lot of people who know more about this than I do, and it's a lovely rabbit hole to dive into. But I think I can introduce a few ideas that can make calligraphy less mystifying and have some fun with it.)

Combat: Archery

Archery Champions' Practice

archery
Lord Aloysius Sartore East 2 hours
Sat Aug 3 5:00 PM - 7:00 PM Archery Field
Sun Aug 4 5:00 PM - 7:00 PM Archery Field

This is an opportunity to learn a bit, and give the team captains a chance to see you. Everyone who wishes to try out for the Archery Champions' teams is welcome and encouraged to attend. Yes, **you** are good enough to try out!

Archery Champions' Shoot

archery
Lord Aloysius Sartore East 6 hours
Wed Aug 7 9:00 AM - 3:00 PM Archery Field
Tourney starts at 9 a.m.

Archery Champions will shoot as a team for points. If you are selected for the team, this is the time to shoot. If you are not, you can come out to the range to watch or help out with the logistics and marshaling.

Archery Long Distance Shooting

archery, multiple cultures
Lord Kusunoki Yoshimoto East 1.5 hours
Tue Jul 30 3:00 PM - 4:30 PM Archery Field
Wed Jul 31 3:00 PM - 4:30 PM Archery Field
Thu Aug 1 3:00 PM - 4:30 PM Archery Field

Long distance shooting from 140 to 50 yards from various positions.

Archery Marshal and MIT Orientation

archery
Lord Aloysius Sartore East 1 hour
Mon Jul 29 12:30 PM - 1:30 PM Archery Marshalls Tent
Wed Jul 31 10:00 AM - 11:00 AM Archery Marshalls Tent
Fri Aug 2 3:00 PM - 4:00 PM Archery Marshalls Tent
Mon Aug 5 10:00 AM - 11:00 AM Archery Marshalls Tent

All Archery Marshals are required to attend just **one** orientation meeting. This meeting is to explain Pennsic specific rules, the ranges, and

scoring. You're welcome to bring MITs and attend as often as you want. We want you to learn the scoring system to make getting the totals faster, easier and more accurate.

Archery Marshal and MIT Orientation

archery
Lord Casimir Sarkastyczny East 1 hour
Sun Aug 4 5:00 PM - 6:00 PM Marshalls' Point
All Archery Marshals are required to attend just **one** orientation meeting. This meeting is to explain Pennsic specific rules, the ranges, and scoring. You're welcome to bring MITs and attend as often as you want. We want you to learn the scoring system to make getting the totals faster, easier and more accurate.

Archery Populace War Point Shoot

archery
Lord Casimir Sarkastyczny East 4 hours
Fri Aug 9 9:00 AM - 1:00 PM Archery Field
Format: The Pennsic Populace Archery War Point consists of three separate shoots; each shoot is worth 1 War Point for a total of 3 War Points. The winner of each shoot is determined by total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals' Tent. Any member of the populace may participate.
Multiple individuals may share a bow; however, it must be inspected with each user to ensure safety.
Description: There are 3 parts to the populace shoot.
Castle Clout Shoot (1 War Point): The target is a simulated castle turret. Archers will be shooting at about 100 yards into a square of approximately 27 feet by 27 feet giving an approximate area of 729 square feet. There will be a moat monster protecting the castle in front at about 50 yards. This is an untimed shoot; archers are allowed 6 arrows or bolts. Scoring for this shoot is as follows:
1 point for inside the moat.
2 points for hitting the moat monster.
3 points for inside the castle.
4 points for hitting objects inside the castle.
Soldier Shoot (1 War Point): The archers will shoot 6 arrows or bolts, untimed, at the soldiers that are invading. These targets will be set at approximately 15 yards, 35 yards, 45 yards, and 55 yards. Any arrow or bolt hitting the painted portion of the target scores as follows:
1 point for the 15-yard target.
2 points for the 35-yard target.
3 points for the 45-yard target.
4 points for the 55-yard target.
Castle Window Shoot (1 War Point): Archers will shoot 6 arrows or bolts, untimed, at a castle window located between 25 and 35 yards. The castle window will be at least 8 inches wide and 36 inches tall. There will be an object inside the castle window. Scoring will be as follows: 1 point for each arrow or bolt inside the castle window, 2 points for each arrow or bolt inside the object in the castle window.

Archery Populace War Point Shoot

archery
Lord Aloysius Sartore East 6 hours
Mon Aug 5 11:00 AM - 5:00 PM Archery Field
Tue Aug 6 11:00 AM - 5:00 PM Archery Field
Thu Aug 8 11:00 AM - 5:00 PM Archery Field
Format: The Pennsic Populace Archery War Point consists of three separate shoots; each shoot is worth 1 War Point for a total of 3 War Points. The winner of each shoot is determined by the total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals' Tent. Any member of the populace may participate.
Multiple individuals may share a bow; however, it must be inspected with each user to ensure safety.
Description: There are 3 parts to the populace shoot.
Castle Clout Shoot (1 War Point): The target is a simulated castle turret. Archers will be shooting at about 100 yards into a square of approximately 27 feet by 27 feet giving an approximate area of 729 square feet. There will be a moat monster protecting the castle in front at about 50 yards. This is an untimed shoot; archers are allowed 6 arrows or bolts. Scoring for this shoot is as follows:
1 point for inside the moat.
2 points for hitting the moat monster.
3 points for inside the castle.
4 points for hitting objects inside the castle.
Soldier Shoot (1 War Point): The archers will shoot 6 arrows or bolts, untimed, at the soldiers that are invading. These targets will be set at approximately 15 yards, 35 yards, 45 yards, and 55 yards. Any arrow or bolt hitting the painted portion of the target scores as follows:
1 point for the 15-yard target.
2 points for the 35-yard target.
3 points for the 45-yard target.
4 points for the 55-yard target.
Castle Window Shoot (1 War Point): Archers will shoot 6 arrows or bolts, untimed, at a castle window located between 25 and 35 yards. The castle window will be at least 8 inches wide and 36 inches tall. There will be an object inside the castle window. Scoring will be as follows: 1 point for each arrow or bolt inside the castle window, 2 points for each arrow or bolt inside the object in the castle window.

Archery Practice

archery
Lord Aloysius Sartore East 2 hours
Mon Aug 5 9:00 AM - 11:00 AM Archery Field
Tue Aug 6 9:00 AM - 11:00 AM Archery Field
Thu Aug 8 9:00 AM - 11:00 AM Archery Field
Warm up, practice shoot, and have fun on the Archery Range.

Archery Range Set-Up

archery
Lord Aloysius Sartore East 3 hours
Mon Jul 29 9:30 AM - 12:30 PM Archery Field
Many hands make light work. Come out to help set up the Archery Range. You do **not** need to be a marshal to help; we welcome one and all. There will be an orientation for Marshals and MITs after setup ends.

Archery Range Strike

archery
Lord Aloysius Sartore East 3 hours
Fri Aug 9 1:00 PM - 4:00 PM Archery Field
Many hands make light work. You do **not** need to be a marshal to help; all are welcome. Snacks provided. Thank you for helping us put all our gear away, we can get this done quickly with enough people.

Archery: 10th Pennsic Period Shoot

archery, multiple cultures, history, martial
THL Godzimir the Golden Aethelmearc 3 hours
Sun Aug 4 9:00 AM - 12:00 PM Archery Field
Greetings to all Knowne World Archers. The 10th Annual Pennsic Period Shoot invites all archers who enjoy the period side of archery to the range. Come discuss period archery while competing in a fun and exciting test of skill with period targets from throughout history. All participants' garb should match their archery kit. Period-style equipment only; no plastic nocks, for example. We hope you will join us for a thrilling day of archery and comradery. This event will happen on the Pennsic archery range.

Archery: Casimir's Clout Contemplation

archery
Lord Casimir Sarkastyczny East 2 hours
Mon Aug 5 7:00 AM - 9:00 AM White Archery Field
Tue Aug 6 7:00 AM - 9:00 AM White Archery Field
Join Casimir for an early morning practice on the clout.

Contingency Archery Champions' Practice / Tryouts

archery
Lord Aloysius Sartore East 2 hours
Mon Aug 5 5:00 PM - 7:00 PM Archery Field
IN THE EVENT OF RAIN SUNDAY OR MONDAY, THIS WILL BE HELD. CHECK FACEBOOK PENNSIC ARCHERY PAGE. This is an opportunity to learn a bit and give the team captains a chance to see you. Everyone who wishes to try out for the Archery Champions' teams is welcome and encouraged to attend. Yes, **you** are good enough to try out!

Intermediate Archery Class

archery
Lord Casimir Sarkastyczny East 2 hours
Wed Jul 31 7:00 AM - 9:00 AM Archery Field
Thu Aug 1 7:00 AM - 9:00 AM Archery Field
Fri Aug 2 7:00 AM - 9:00 AM Archery Field
Designed to improve your skills beyond basic archery. We'll concentrate on range shoots and War Point shooting. Archers must bring their own equipment to the range.

Intermediate Archery Class

archery
Master Miles de Locwode Atlantia 2 hours
Tue Jul 30 7:00 AM - 9:00 AM Archery Field
Archers must bring their own equipment to the range.

Known World Baronial Archery Champions' Tourney

archery
Baniarla Aibhilin ni Dhomhnaill Midrealm 2 hours
Sun Aug 4 1:00 PM - 3:00 PM Blue Archery Field
Calling all baronial archery champions to join us for our Ninth Annual Known World Baronial Archery Champions' Shoot-Off. This is a friendly competition among all current baronial archery champions (youth and adult) as well as for Shire, Canton, Riding, and Marche champions. Barons/Baronesses (or group Seneschal if not a barony) are requested to come join, as well. No pre-registration is required.

Known World Head-to-Head Archery Tournament.
archery, tournament
Baron Ryan Mac Whyte East 2 hours
Sun Aug 4 3:00 PM - 5:00 PM Blue Archery Field
No, we're not shooting at each other. This is an Atlantian Speed-style Single Elimination tournament. Nine targets downrange between 25-35 yards. Each shooter must hit the four on their side and then the center target. Whichever shooter hits the center target first advances. Winner will receive a prize made by Baron Ryan Mac Whyte's leather shop.

KW Baronial Archery Shoot Setup
archery
Lord Casimir Sarkastyczny East 1 hour
Sun Aug 4 12:00 PM - 1:00 PM Blue Archery Field
Set up the range for the baronial archery champions shoot.

Peace Week Archery Practice
archery
Lord Aloysius Sartore East 4 hours
Tue Jul 30 11:00 AM - 3:00 PM Archery Field
Wed Jul 31 11:00 AM - 3:00 PM Archery Field
Thu Aug 1 11:00 AM - 3:00 PM Archery Field
Fri Aug 2 11:00 AM - 3:00 PM Archery Field
Warm up, practice shoot, and have fun on the Archery Range. Ranges will be open depending upon marshal availability. Peace Week, Wednesday through Friday.

Pennsic Flight Shoot
Bagsh Naran Numuchi Atlantia 2 hours
Fri Aug 2 9:00 AM - 11:00 AM White Archery Field
Pennsic Flight Shoot: prizes for period handbow, open/period crossbow, open handbow.

Thumb-Ring Archery
Bagsh Naran Numuchi Atlantia 1.5 hours
Wed Jul 31 10:00 AM - 11:30 AM Gold Archery Field
Fri Aug 2 9:30 AM - 11:00 AM Gold Archery Field
Mon Aug 5 10:00 AM - 11:30 AM Gold Archery Field
Learn how to size and fit a ring to your thumb, the mechanics of the draw, and release. Naran Bagsh has been studying Mongol and Turkish Archery of over 25 years, and received his Laurel in part for those studies. You will need a bow with no shelf, that will accommodate a draw at least 3" longer than your current draw length, and arrows longer than that. Loaner rings will be provided.

Ullr's Games: A Known World Archery Challenge
archery
Master Miles de Locwode Atlantia 6 hours
Sat Aug 3 10:00 AM - 4:00 PM Archery Field
Kingdoms from the Known World are contributing 10 target stations for this challenge. Prizes will be given out to top finishers from each of the Royal Round Rankings plus youth. A prize will also be given to the maker of the best target station, as chosen by the populace. The shoot is designed as a “Bring your own marshal” (BYOM) shoot. Each group should bring their own marshal who will accompany them thru each station and can shoot with the group. Form your group, grab your marshal, and see if you can face up to the Ullr's Games.

Combat: Heavy

***Kamikaze* Battle**
heavy weapons
Benjamin Black von Mosta East 2 hours
Sat Aug 3 1:00 PM - 3:00 PM Fort
The largest non-war point battle of Pennsic! **Adult only.**
Adults Only! Armored Combat activity

Atlantian Squires' Tournament
Sir Helmut Kruger Atlantia 1 hour
Tue Aug 6 5:00 PM - 6:00 PM Armored List
Fighters in fealty to knights in the Known World compete. Knights are encouraged to come in person or send a proxy to vouch for their students and sign the scroll to be presented to the victor.

Atlantian Unbelted10-Man Melée Tournament
10 man melee, unbelts
Sir Helmut Kruger Atlantia 1 hour
Mon Aug 5 5:00 PM - 6:00 PM Battlefield West
Teams of 10 unbelted fighters compete with the format being decided based on number of participants. Substitutions between bouts is allowed. CA is **not** allowed. Each team is encouraged to provide a marshal if possible.

Coaches' Corner Fight Practice
Earl Sir Baron Louis LeCoffrier Midrealm 3 hours
Tue Jul 30 1:00 PM - 4:00 PM Armored List
Wed Jul 31 1:00 PM - 4:00 PM Armored List
Thu Aug 1 1:00 PM - 4:00 PM Armored List
Fri Aug 2 1:00 PM - 4:00 PM Armored List
Coaches Corner pick-up and training time. This is aimed at anyone that wants to practice, learn or teach or just looking for sparring time with friends across the Known World. We will bring some ladders for drills, etc. This is open to everyone. Please join us and come have some fun.

Combat Archery Ammunition Inspection
marshal, archery, heavy weapons
Hrafn Briedthskeggr East 2 hours
Wed Jul 31 9:00 AM - 11:00 AM Inspection Point
Wed Jul 31 1:00 PM - 3:00 PM Inspection Point
Thu Aug 1 9:00 AM - 11:00 AM Inspection Point
Thu Aug 1 1:00 PM - 3:00 PM Inspection Point
Fri Aug 2 9:00 AM - 11:00 AM Inspection Point
Fri Aug 2 1:00 PM - 3:00 PM Inspection Point
Sat Aug 3 9:00 AM - 11:00 AM Inspection Point
Sat Aug 3 1:00 PM - 3:00 PM Inspection Point
Sun Aug 4 9:00 AM - 11:00 AM Inspection Point
Sun Aug 4 1:00 PM - 3:00 PM Inspection Point
Combat Archery ammunition must be inspected before every battle at practices or events in order to insure safety for archers, fighters, marshals, and spectators. Taking this class will expose you to all currently legal SCA Combat Archery ammunition, along with common and uncommon failures. If you would like to help out at inspection point at Pennsic or at local events, this class will teach you how.

Combat of the Thirty
heavy weapons, european
Duke Maynard von dem Steine Aethelmearc 2 hours
Sun Aug 4 6:00 PM - 8:00 PM Battlefield North
This is a 14th-century, 30-versus-30 deed of arms inspired by the original Combat of the Thirty between French and English forces that occurred in 1351. Combat standards are a modified counted-blow scenario that employs rules for capturing opponents and ransoming of captured parties. Participants must be acceptable to the captains of the French and English forces. You do not have to be invited to participate but your armor and weapons must meet the requirements of the tournament. Armor must be a reasonable attempt at a complete 14th-century harness. Weapons are restricted to ones that closely resemble their medieval counterparts. Final say on weapons and appropriate harness will be at the sole discretion of the captains.
Requirements: All participants must wear a 14th-century kit. Greaves are required and all are encouraged to wear chausses and braies. All weapons must closely resemble their medieval counterpart and are restricted to bastard swords, pole-arms of period design (axes, hammers, etc.), spears under 6 feet, daggers and single-handed swords. All participants should be prepared to pay a ransom that they feel is appropriate to their station in the event that they are “captured” during this deed of arms. Rules of combat will be explained to all combatants before the battle begins.

Combat Ready: Shield-Making for SCA Combat
Sir AElfwyn Langanwuda Ealdormere 1 hour
Thu Aug 1 1:00 PM - 2:00 PM A&S 10
Sat Aug 3 1:00 PM - 2:00 PM A&S 10
Handouts Limit 20 $1.00
This class will cover all aspects of shield making from finding the right balance point, figuring out where to place grips and straps to best fit you and how you fight, canvas application, painting, and adding decorative leather edging. This is a discussion-only class. Feel free to bring your shield along if you want some feedback or guidance.

Drachenwald Ribbon Tournament
tournament, fighting, knäckebröd
Crown Princess Isabetta del Verde Drachnwald 2 hours
Fri Aug 2 11:00 AM - 1:00 PM Battlefield East
Each Spring the people of Drachenwald go to war over which side the *knäckebröd* (crispy bread) should be buttered; the flat side, or the holy side. This conflict has made its way to the great Pennsic War! Join the people of Drachenwald on the field in a ribbon tourney to see which side truly is the best side.
The rules of the tournament are as follows:
At the beginning of the tournament, each participant will have to pledge which side their winning points will count towards; the flat side or the holy side.
Each fighter will start with three ribbons. When a fighter has lost all of their ribbons, they are out of the tournament.
Fighters will challenge each other for one ribbon and each fight will be fought best two out of three.
The winner of the challenge will gain one ribbon from their opponent and will then present that

ribbon to the list mistress.
The ribbon will then be put in a bowl for either the flat side or the holy side, according to which side the winning fighter declared for.
The tournament is over when there is only one fighter left with ribbons. The winner will be presented with a prize and it will be announced which side of the knäckebröd had the most ribbons collected.
Come join in this fun tournament at 11:00 on Friday of Peace week.
William and Isabetta
King and Queen of Drachenwald

Duke Hunt (Siege)
sca siege, games
Brehyres Gwendolyn the Graceful Aethelmearc 3 hours
Sat Aug 3 9:00 AM - 12:00 PM Battlefield West
Materials Limit 10 $5.00 $5 for six shots to help maintain ammunition and benefit the Æthelmearc Academy of Engineers
This will be a siege class and fun arcade target shoot. Come experience the fun of shooting siege with an experienced crew and live targets. Remember the game "Duck Hunt"? Like that...but with Dukes!
Adults Only! Heavy combat but no armor required; kids must be accompanied by adults.

Dwarves vs. Giants
heavy weapons
Master Cariadoc West 2 hours
Tue Aug 6 1:00 PM - 3:00 PM Armored List
This is a series of combats, melées and insults between fighters five and a half feet and under and fighters six and a quarter feet and over.

Evaluating Weapon Strikes Against an Armored Pig
heavy armor, heavy weapons, fighting
Master Aethelhawk East 2 hours
Wed Aug 7 9:00 AM - 11:00 AM Rapier List 4
Materials Limit 200 $5.00 Purchasing the 100 pound pig ($350), building a pig pell stand ($100), purchase of weapons ($200), purchasing and altering armor for the pig ($200) and hiring a videographer to record the event ($150).
So we have all heard the tales of armoring a pig and striking it with metal weapons and evaluating the damage caused. I have never met anyone who actually was there. Well, the Society Earl Marshal and I intend to change that, so we invite you to see and judge for yourself as we armor a pig in a gambeson and chainmail, and strike it with swords, axe and spear. We will choose fighters by experience and reputation. This time when the legendary happens you can be there.
Adult only
Adults Only! Obviously we are hitting a pig with weapons.

Guild of Saint Barbara Black Powder Training
multiple cultures
Baroness Kathryn Ramsey East 2 hours
Sat Aug 3 1:00 PM - 3:00 PM Gunnery Point on Mt Eislinn:
Muster at the Artillery Camp Household of the White Rose, corner of Battle Road and Fosse Way. Artillery Park is on the front lawn. We muster here so we can get pieces to the artillery point atop of Mt. Eislinn. The Guild of Saint Barbara will holding its hands-on training and safety inspection on the middle Saturday at 1 pm. The hands-on black powder training session is for new gentles who wish to learn and join us on the line, or as a refresher for those who would desire. Hands-on training will be from 1 pm to 4 pm. Please join us for this informative session and feel free to bring questions. And, if you have pre-1600 firearms, bring them with you to be inspected. Please **DO NOT** bring powder to Pennsic! Powder will be provided. **Age 18+.**
Adults Only! Safety reasons

Heavy Weapons Graybeard Tournament
heavy weapons
Master Nyilas Kazmer Midrealm 3 hours
Wed Aug 7 11:00 AM - 2:00 PM Battlefield East
Open to heavy weapons authorized fighters age 50 years and above. Over 60 and over 70 divisions may be formed depending on the turnout. Format is pooled Round Robin but may vary based on number of entrants. Sponsored by the Kingdom of Æthelmearc.

Known World Armored Baronial Champions Tourney
Baroness Gwenllyen the Minstrel Midrealm 2 hours
Wed Aug 7 10:00 AM - 12:00 PM Armored List
Known World Armored and Rapier Baronial Champions Tourneys
10:00 am to Noon: Known World Armored Baronial Champions Tourney
12:30 pm to 2:30 pm: Known World Rapier Baronial Champions Tourney
We will have the field at 9:00 am for set-up. These Tourneys are traditionally held on the Armored Colored Lists at Pennsic.
Both Tourneys:
The participants will do pick up fights in the field. Each champion will be called up to answer questions from the gallery of assembled baronages. Here are some sample questions:
1) Tell what your favorite chivalric virtue is, but you can't say chivalry.
Piety, honor, valor, courtesy, chastity, loyalty, largesse
Courage, justice, mercy, generosity, faith, nobility, hope
Honor, honesty, valor, loyalty.
2) How does your barony choose their champion, and how do you feel you currently exemplify their choice?
3) If you were told you could no longer fight, what would you do and why?
After everyone has had an opportunity to answer questions the assembled baronages vote on who personifies what a Baronial Champion is.
The Known World Baronial Rapier Champions Tourney
The tourney will be like the armored tourney with the following changes:
Participants will draw two random questions at the beginning of the tourney. When they come forward to answer questions, they will hand the questions to a baron or baroness who will read them and then the participant will answer them.
Participants will be called up two at a time. After they answer the questions, they will have a showcase fight for the gallery. We ask that any deaths are dramatic please.

Knowne Worlde Ladies of the Rose Tournament
Mistress Raziya bint Rusa East 5 hours
Wed Aug 7 7:30 AM - 12:30 PM East Kingdom Battlefield
Welcome to the Knowne Worlde Ladies of the Rose Tournament. This is a day of pageantry, comradery and some awesome fighting. There are drinks and refreshments for Roses and fighters; please bring your own seating.
Sign-in table opens at 7:30 am.
Roses, Diamonds, Edelweiss, etc., are welcome to be a part of the tourney as are all sitting Queens and Princesses, both Heirs and Territorials who are not yet members of the Orders.
Each Rose will sponsor one Unbelted Heavy Fighter and one Non-MoD duellist.
No Unbelted Royal Peers in the Heavy List. Roses do not have to be present to sponsor a fighter. If you are a Rose without one or more combatants or a fighter without a Rose, come anyway. Report to the List table where we will get you paired up. All combatants who come will fight.
The tourney will be run in a Bedford points-style to maximize the number of bouts for the fighters.
The tourney will be run to Atlantian/Eastern standards.

Reaper Meet and Beat!
multiple cultures
Lord Patrokles Athenaios Aethelmearc 1 hour
Wed Aug 7 5:00 PM - 6:00 PM Armored List
For those who have completed the 100-day pell challenge and earned their Reaper Patch. Come meet and fight/fence your fellow reapers on the field!

Set Up for Knowne World Baronial Champions Tourney
Baroness Gwenllyen the Minstrel Midrealm 1 hour
Wed Aug 7 9:00 AM - 10:00 AM Armored List
Please help set up shades, tables, chairs, water, and food for the Knowne World Baronial Armored and Rapier Champions' Tourney.

Siege 101
combat siege, sca siege
Fuji'na no Takako Aethelmearc 1 hour
Sat Aug 3 3:00 PM - 4:00 PM Battlefield
For the siege-curious, come learn the basics of ballista operation! We will discuss the rules, capabilities, and operation of a ballista in combat and target scenarios. This is a hands-on class where students will have an opportunity to be both the assistant and the gunner. Cranking the ballista requires some upper-body strength. No armor is required. Do not wear clothing with loose sleeves or anything that dangles as these are unsafe. Also suitable for those looking to refresh their ballista skills and get some practice in. **Adult only; no one certified for youth.**
Adults Only! I do not have a youth marshall authorization.

Tarl's Little Polearm Tourney 17
heavy weapons
Master/Syr Tarl Aethelmearc 4 hours
Sat Aug 3 11:00 AM - 3:00 PM Armored List
Welcome to year 17! Once again those who love The One True Weapons Form will meet in joyful violence! The Tourney will be fought in a bear-pit format, with two 45-minute sessions with a short break in between. The Tourney is open to all authorized adult fighters of any skill level, using any polearm allowed by Pennsic rules. Bring your polearm, or polearms, your sense of fun and adventure and come and play with us once again. Tourney will start at 1 pm. **Age 18+.** This year we

are running a fundraiser to help a Shire member pay for cancer treatment. If you can, think about bringing a couple of dollars to help out.
Adults Only! This is a heavy weapons tournament.

Combat: Rapier

Études **2 and 3 for Single Sword (Fencing)**
rapier
Master Cyrus Augur Aethelmearc 1 hour
Tue Jul 30 8:00 AM - 9:00 AM Rapier Field
Wed Jul 31 8:00 AM - 9:00 AM Rapier Field
Thu Aug 1 8:00 AM - 9:00 AM Rapier Field
Fri Aug 2 8:00 AM - 9:00 AM Rapier Field
Mon Aug 5 8:00 AM - 9:00 AM Rapier Field
Tue Aug 6 8:00 AM - 9:00 AM Rapier Field
Wed Aug 7 8:00 AM - 9:00 AM Rapier Field
Thu Aug 8 8:00 AM - 9:00 AM Rapier Field
For beginner and intermediate fencers and those who teach them. These drills will focus on form, balance, movement and coordination. *Étude* 2 is thrust-centric. *Étude* 3 adds diversity of cuts. Emphasis will be on learning the *études* for home drill, as well as taking elements out of the drill for more focused work in groups.

I.33 **Tournament**
tournament
LANDGRAF DRUSILUS VON OBERBESSENBACH Aethelmearc 1 hour
Sat Aug 3 12:00 PM - 1:00 PM Rapier List 3
Bring your 14th-C swords and bucklers for an *I.33*-themed tournament. We will have some swords and bucklers available for loan for the tournament. There will be a prize for the winner and for the fighter who is voted to follow the spirit of the manual most closely.
Adults Only! rapier tournament

12th Annual Rapier Poker Tournament
rapier
Master Ælfwine Pyttel Midrealm 3 hours
Fri Aug 2 10:00 AM - 1:00 PM Rapier Field
This is a bear-pit style format where the loser of the bout stays to fight the next fencer. Fencers stay until they have won or have 3 deaths. Double kills count towards the number of deaths. Fencers leaving the field, whether they won or lost, shall receive a poker card and shall keep up to 7 cards. The winner of the tournament shall be determined by the best poker hand of 5 cards. This format will be run twice to determine two winners. There will also be a volunteer winner chosen at random from the marshals that help assist in running the tournament. You could win by playing or by volunteering!

Æ's Women and Gender Minorities Rapier Tourney
rapier
Maestra Illadore de Bedegrayne Aethelmearc 2 hours
Tue Aug 6 3:00 PM - 5:00 PM Rapier List 1
Formerly Ladies' Rapier Tourney, sponsored by the Kingdom of Æthelmearc. All women, non-binary, and gender minorities are welcome at our tourney. Format to be determined depending on size but lots of fighting.

Æthelmearc Rapier Novice Tourney
rapier
Master Po Silvertop the Rogue Aethelmearc 2 hours
Wed Aug 7 9:00 AM - 11:00 AM Rapier Field
This tournament is open to any authorized rapier combatant with fewer than 3 years from their first rapier authorization, who has never received an award at the Kingdom level for rapier prowess, and who has never won a rapier tourney at a published SCA event. The tourney will be run as a multiple-bearpit tourney. Prizes will be awarded. Note: This tournament will take place on the main rapier field.

Ansteorra Rapier Tournament
court, royals
Duchess Rusti No Kingdom 2 hours
Mon Aug 5 10:00 AM - 12:00 PM Rapier Field
Ansteorra Rapier Tournament - Monday, Aug 5, 2024 - 3 pm to 5 pm - Rapier Field.

Atlantian 5-Person Rapier Mêlée Tournament
Lady Giovana Fabris di Padua Atlantia 2 hours
Mon Aug 5 3:00 PM - 5:00 PM Rapier Field
Join the rapier community for our annual Five Person Rapier Tournament, the pinnacle of small group rapier fighting and strategy. The event will be conducted under Atlantian mêlée rules (to be explained at the event). Maximum of 2 Masters of Defense per team.

By-the-Book Historical Fencing Tournament
rapier, multiple cultures
Master Orlando Sforza East 2 hours
Wed Aug 7 10:00 AM - 12:00 PM Rapier List 3
A historical fencing tourney: Memorize your Marozzo, review your Ridolfo and study your Saviolo, for the Third Annual Tournament where book worms can be winners! Period fencing forms and period dress as seen in the manuals will bring you success. As always, lavish prizes will be bestowed upon the competitor with the most wins, the best dressed, and the one who best adheres to the style of a given master. Sponsored by the Barony of Settmour Swamp.

Cutting with the Rapier for C&T
rapier, rapier combatant, fencing, cut and thrust
Maréchal Remy Delamontagne de Gascogne East 1.5 hours
Mon Aug 5 10:30 AM - 12:00 PM Rapier List 4
In this workshop, fencers will learn the technical aspects of throwing safe cuts with the rapier as well as their tactical application in a bout. We'll look at general concepts of rapier cuts as well as specific plays from 17th-century fencing manuals, such as Alfieri and Pascha. Fencers don't need a C&T authorization to participate, but do need to meet the Society-mandated C&T armor requirements.

Early Bird Tournament 18
rapier
Master Maximilian der Zauberer. Midrealm 2 hours
Thu Aug 1 10:00 AM - 12:00 PM Rapier Field
Pick fights, take names and get acquainted. The purpose of this tourney isn't to win the most bouts, but to find the most interesting facts about your opponents. **"More talk! Less fighting!"** Who will the MIC give the bird to this year?

Fighting *I.33* on the SCA Fencing Field
LANDGRAF DRUSILUS VON OBERBESSENBACH Aethelmearc 1 hour
Sat Aug 3 11:00 AM - 12:00 PM Rapier List 3
I.33 is the oldest European fencing manual we have. We'll discuss some insights into making it an effective style on the SCA fencing field. We'll start with facing a typical rapier combination and move on to facing another I.33 fighter. We will follow with an *I.33* tournament. Appropriate swords and bucklers will be available for loan for both the class and the tournament. **Adult only. Rapier combat.**
Adults Only! rapier combat

Fitness and Conditioning for Fencers
martial arts, martial, fitness, stretching, strengthening, rapier, rapier combatant, rattan, heavy weapons
Dr. Dr. Ken Mondschein No Kingdom 1 hour
Tue Aug 6 9:00 AM - 10:00 AM Rapier List 3
Handouts Limit 20 $20.00
We'll go through a fairly strenuous workout, though I will show modifications of various movements. We'll focus on dynamic warmups, active stretching, and conditioning for both endurance and explosive power that will really help you up your fencing, as well as help you in daily life. Bring a carpet, blanket, yoga mat, or something else to lie on! Copies of *The Art of the Rapier* (which has strength and conditioning chapters) will be available for $20, but are *optional*.

Greybeard Tourney: Rapier
Don Michael Gladewyne Aethelmearc 3 hours
Wed Aug 7 2:00 PM - 5:00 PM Rapier Field
Fencing tourney for those over a certain age.
Adults Only! fencing will be limited to those over a fixed age

Known World Rapier Baronial Champions Tourney
Baroness Gwenllyen the Minstrel Midrealm 2 hours
Wed Aug 7 12:30 PM - 2:30 PM Armored List
Known World Armored and Rapier Baronial Champions Tourneys
10:00 am to Noon: Known World Armored Baronial Champions Tourney
12:30 pm to 2:30 pm: Known World Rapier Baronial Champions Tourney
We will have the field at 9:00 am for set-up. These Tourneys are traditionally held on the Armored Colored Lists at Pennsic.
Both Tourneys:
The participants will do pick up fights in the field. Each champion will be called up to answer questions from the gallery of assembled baronages. Here are some sample questions:
1) Tell what your favorite chivalric virtue is, but you can't say chivalry.
Piety, honor, valor, courtesy, chastity, loyalty, largesse
Courage, justice, mercy, generosity, faith, nobility, hope
Honor, honesty, valor, loyalty.
2) How does your barony choose their champion, and how do you feel you currently exemplify their choice?
3) If you were told you could no longer fight, what would you do and why?
After everyone has had an opportunity to answer questions the assembled baronages vote on who personifies what a Baronial Champion is.
The Known World Baronial Rapier Champions Tourney
The tourney will be like the armored tourney with the following changes:
Participants will draw two random questions at the beginning of the tourney. When they come

forward to answer questions, they will hand the questions to a baron or baroness who will read them and then the participant will answer them. Participants will be called up two at a time. After they answer the questions, they will have a showcase fight for the gallery. We ask that any deaths are dramatic please.

Known World Rapier Cadet Tournament
rapier
Master Po Silvertop the Rogue Aethelmearc 2 hours
Tue Aug 6 10:00 AM - 12:00 PM Rapier Field
Come join rapier combatants from across the Known World in the Pennsic Annual Cadet Tournament. This tournament will be open to those who do not have a rapier high order or Peerage, and are sponsored by a person who has a rapier Peerage or kingdom's high Order award for rapier. This includes the Order of Defense, Order of the White Scarf, Order of the Bronze Ring, Order of the Golden Rapier, The Dragon's Steel, The Order of Thorbjorn's Hammer, The Order of the Queen's Blade, The Meridian Order of the Blade, or equivalent award. A person may sponsor more than one entrant. Sponsors will be required to sign in their cadet or send a letter of entrance. If you need a sponsor, we will find one for you. This will be a traditional double elimination tournament. Each bout shall be fought to a single kill. Double kills will be re-fought one time. On the second double kill, "Dead is dead!" The finals will be fought best two out of three. All bouts shall be fought with default Pennsic rules.

Midrealm Grappling Experiment - Tournament
THL Krzysztof cul Bun Midrealm 2 hours
Fri Aug 2 1:00 PM - 3:00 PM Rapier List 3
This is a tournament for the Midrealm grappling experiment. This is a Rapier Cut and Thrust (C&T) round robin tourney. Combatants must be authorized to grapple in the Midrealm grappling experiment.

Midrealm Grappling Experiment: Authorization
THL Krzysztof cul Bun Midrealm 2 hours
Thu Aug 1 1:00 PM - 3:00 PM Rapier List 3
This is the Midrealm Grappling Experiment class to get authorized to grapple as a part of the experiment. The participants must be Rapier C&T authorized and bring their own C&T gear. Testing will be done IAW with the Midrealm Grappling Experiment rules and authorization requirements.

Midrealm Grappling Experiment: Introduction
THL Krzysztof cul Bun Midrealm 2 hours
Tue Jul 30 1:00 PM - 3:00 PM Rapier List 3
Wed Jul 31 1:00 PM - 3:00 PM Rapier List 3
This is an introduction to the Midrealm Rapier C&T Grappling Experiment. We will go over the rules of the grappling experiment, what is required to get grappling authorized, have a hands on demonstration and practice of grappling exercises needed to pass authorization. You must be Rapier C&T authorized and be in C&T gear to participate in any grappling exercises, but all are invited to join.

Rapier Battle of La Rochelle
rapier
Master Anton du Marais Midrealm 3 hours
Sat Aug 3 9:00 AM - 12:00 PM Fort
The defenders of La Rochelle **will** die! The only question is **when**? Join us at the Fort to find out. Heavy rapier and rubber band gun melée. Attackers will have unlimited resurrections, defenders will have limited resurrections. RBG cannon are welcome. No archery, please. Pennsic standard rules for rapier apply. Don't have a heavy rapier? Bring a dagger or two. Bring a friend or 20. The more the merrier. Don't like to fight melée? Come and get close to the action and help marshal the battle. Please muster **at the Fort** half an hour before the start time, especially if you want to fight with a particular group. **Age 18+.**
Adults Only! No minors will be allowed to fight in this melee

Rapier Bear Pit Tourney
rapier, european
Warder Jao Terciopelo de Galicia Midrealm 2 hours
Sun Aug 4 9:00 AM - 11:00 AM Rapier Field
Nothing fancy here: a classic bear pit tourney. Three passes, winner stays, three fights maximum. Every skill level welcome. Bring your best, and fight until you can't fight any more. Prize for 1st, 2nd, and 3rd place. If you've ever felt like you didn't get enough fencing in at Pennsic, here's your answer.

SCA Pike and Shot Mêlée (Rapier)
rapier, rapier combatant, melee, pike, shot
Maréchal Remy Delamontagne de Gascogne East 1.5 hours
Sat Aug 3 11:30 AM - 1:00 PM Battlefield North
With "rapier" spears recently adopted by the Society, it not only widens our ability to study the weapon in single combat but also its use in warfare. The goal of this project is to create a framework for implementing spears into SCA Rapier Mêlée in a way that is closer to Renaissance and early modern warfare but is still fun to the average SCAdian. The SCA Pike and Shot Mêlée follows traditional SCA Rapier Mêlée rules while looking to create a rock-paper-scissor scenario between the three most common troop types in the early-modern period warfare -- cavalry, musketeers, and pikemen. We'll go over the general concept and rules. Combatants will also learn to march and fight in formation through a series of common scenarios. Rules and concepts can be read at https://docs.google.com/document/d/1qZ-qAZhEiYZN1Uy9w_zCSW5Ww2x2scf3pRFjyE4252I/edit?usp=sharing

Scarf Family Meet-and-Beat
rapier, rapier combatant
Dread Master Katherine Vivians Midrealm 3 hours
Sat Aug 3 1:00 PM - 4:00 PM Rapier List 4
Cross-kingdom White Scarf, Cadets, Bronze Rings and MODs with a lineage going back through Dona Caroline of Æthelmearc. **No youth; no marshal.**
Adults Only! No youth rapier option or marshal available.

Stab and Gab Rapier Gathering
tournament, rapier
Kolfinna Jodisardottir Aethelmearc 1.5 hours
Sat Aug 3 3:00 PM - 4:30 PM Rapier Field
All non-grant level fencers are welcome to come spend 90 minutes fencing any and all grant level or higher fencers for a chance to learn tips, tricks, and techniques! Grant level or higher get to see the up and coming or new fencers and share their advice! Prizes will be awarded for both sides! All authorized fencers are welcome!

The Battle of Tortuga (Rapier)
rapier
Albion Drake East 1 hour
Sat Aug 3 2:00 PM - 3:00 PM Rapier Field
Two ships meet at sea and battle for survival and glory! Pirates vs merchants vs unexpected complications! Bring your RBGs as this event is set for gun and blade duels. Non-War-Point nautical-themed fun! Three rounds (sometimes four) of stab 'em and shoot 'em goodness. Also Bombs! Ever wanted to use the petard from La Rochelle as an anti-personnel weapon? Then this is your event!

The Tadcaster Militia Gauntlet Arcade Extravaganza
rapier
Eldrich Gaiman East 1.5 hours
Wed Aug 7 12:30 PM - 2:00 PM Rapier Field
The Tadcaster Militia presents the Amazing and Wonderful Tadcaster Arcade Gauntlet and Tournament! Fight members of Tadcaster to win tickets! Fight each other for each other's tickets! Spend tickets to purchase prizes like **Freezy-Pops**, but the real prize is the fun you had along the way (and the **Freezy-Pop**)!

Combat: Thrown Weapons

***Atlatls* of the World: A Geographical Survey**
thrown weapons, multiple cultures
Dame Dealla Cohen Atlantia 1 hour
Fri Aug 2 9:00 AM - 10:00 AM Atlatl Range
A discussion of (and chance to use) the different types of *atlatls*, where they came from, and how they were used in their various regions.

***Balearic* Sling Tournament**
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Sat Aug 3 12:00 PM - 2:00 PM Atlatl Range
Come show your prowess with the sling. Based on the *Balearic*-style tournaments still held today.

Poker
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Fri Aug 2 2:00 PM - 4:00 PM Thrown Weapons Tournament Range
Sun Aug 4 2:00 PM - 4:00 PM Thrown Weapons Tournament Range
Come see what poker hand you can "win". Boards will have full decks of cards. Your hand is what you hit.

Advanced Thrown Weapons
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Sat Aug 3 3:00 PM - 4:00 PM Thrown Weapons Teaching Range
Mon Aug 5 2:00 PM - 3:00 PM Thrown Weapons Teaching Range
Focuses on advanced throwing technique for more experienced throwers.

Ane du Vey Tournament
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Sun Aug 4 11:00 AM - 1:00 PM Thrown Weapons Tournament Range

Can you adjust to different distances when you throw your knives? Come see how long you last while moving back from the target in 1-foot increments.

Basic & Adv *Atlatl* 2: Demo of Weighted *Atlatls*
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Wed Aug 7 9:00 AM - 10:00 AM Atlatl Range
Come learn *atlatl* basic and advanced techniques and learn the special uses of weighted *atlatls*.

Basic & Advanced *Atlatl* with Survey of World Use
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Mon Aug 5 9:00 AM - 10:00 AM Atlatl Range
Learn *atlatl* basic and advanced techniques and the origins of *atlatls* from around the world.

Basic *Atlatl*
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Thu Aug 1 9:00 AM - 10:00 AM Atlatl Range
Learn how to use an *atlatl*.

Beginner Thrown Weapons
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Wed Jul 31 2:00 PM - 3:00 PM Thrown Weapons Teaching Range
Thu Aug 1 10:00 AM - 11:00 AM Thrown Weapons Teaching Range
Fri Aug 2 1:00 PM - 2:00 PM Thrown Weapons Teaching Range
Sat Aug 3 10:00 AM - 11:00 AM Thrown Weapons Teaching Range
Sun Aug 4 2:00 PM - 3:00 PM Thrown Weapons Teaching Range
Mon Aug 5 3:00 PM - 4:00 PM Thrown Weapons Teaching Range
Wed Aug 7 10:00 AM - 11:00 AM Thrown Weapons Teaching Range
Learn axe throwing, basic care of your weapons, and basic rules. A hands-on session is included. Limit of 25 participants; no experience necessary.

Beginning Spear
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Wed Aug 7 11:00 AM - 12:00 PM Thrown Weapons Teaching Range
This is a hands-on class demonstrating beginning spear technique.

Blue Feather Rainbow Fling
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Mon Aug 5 1:00 PM - 3:00 PM Thrown Weapons Tournament Range
Tournament is open to all members of the greater LGBT+ community regardless of throwing experience. The tournament will have an advanced as well as a beginner category to include everyone. The focus will be on fun and community building, but bring your competitive spirit as well.

East and Middle Kingdoms Champions' Teams Tryouts
thrown weapons
Dame Dealla Cohen Atlantia 2.5 hours
Sun Aug 4 5:30 PM - 8:00 PM Thrown Weapons Tournament Range
Mon Aug 5 5:30 PM - 8:00 PM Thrown Weapons Tournament Range
Tentative - On these 2 dates, the Kingdom designees will be holding tryouts for the Champions' Teams that will compete in the War Point competition tentatively scheduled for Tuesday

Estrogen and Axes Tournament
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Mon Aug 5 11:00 AM - 1:00 PM Thrown Weapons Tournament Range
Open to all female-presenting throwers, regardless of throwing experience.

Fair and Fun Thrown Weapons Tournament: Discussion
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Wed Aug 7 11:00 AM - 12:00 PM Thrown Weapons Teaching Tent
Recommended for Marshals in Training or any others likely to find themselves running a TW tournament. People who have run tournaments before are encouraged to come and share their successes and failures.

How to Teach Youth to Throw
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Sun Aug 4 11:00 AM - 12:00 PM Thrown Weapons Teaching Tent
Recommended for Marshals in Training. This class will go into more detail than the marshaling class about legal requirements for youth throwing in the SCA, as well as talking about teaching techniques that have been successful with minors.

KW Baronial Champions' Thrown Weapons Tournament
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Wed Aug 7 2:00 PM - 4:00 PM Thrown Weapons Tournament Range
This is the 7th Annual Tournament for baronial (or shire) Thrown Weapons Champions to come out and compete in a series of challenging targets for prizes, and, even more, bragging rights! Expect targets and/or throwing styles to give you something to think about.

KW Thrown Weapons Marshals: Opening Meeting
thrown weapons
Dame Dealla Cohen Atlantia 1.5 hours
Tue Jul 30 12:00 PM - 1:30 PM Thrown Weapons Teaching Tent
Sat Aug 3 4:00 PM - 5:30 PM Thrown Weapons Tournament Range
Open to all Known World Thrown Weapons Marshals. Please attend one of the two sessions to hear this year's range procedures.

Long Distance Spear Tournament
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Tue Aug 6 3:00 PM - 4:00 PM Atlatl Range
Come see how far you can throw a spear.

Making a Braided Sling
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Sun Aug 4 1:00 PM - 2:00 PM Thrown Weapons Teaching Tent
Come see how to create your own sling, using just twine or other natural material. There will be some starter kits available. Others can still observe and learn.

Spear Biathalon
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Wed Aug 7 11:00 AM - 1:00 PM Thrown Weapons Tournament Range
Can you throw a spear while (essentially) moving? Spears will be in place and you get to move to each target and throw. Timed. Misses add to time; scores subtract from it.

Throwing Tournament for the Physically Challenged
thrown weapons
Dame Dealla Cohen Atlantia 1.5 hours
Wed Aug 7 9:00 AM - 10:30 AM Thrown Weapons Tournament Range
Tournament for throwers with physical challenges or disabilities.

Thrown Weapon Accessibility Discussion/Instruction
thrown weapons
Dame Dealla Cohen Atlantia 1.5 hours
Mon Aug 5 11:00 AM - 12:30 PM Thrown Weapons Teaching Tent
Instruction covering throwing techniques and accommodations for those with physical challenges and a roundtable discussion for any marshals, marshals in training, future marshals, and throwers who have thought about making Thrown Weapons accessible to all, regardless of physical limitations, neurodiversity, and other conditions that need to be accounted for. Topics likely to be discussed include common accommodations, advocacy, and competition considerations.

Thrown Weapons Bear Pit Tournament
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Thu Aug 8 10:00 AM - 12:00 PM Thrown Weapons Tournament Range
How long can you hold the range against your opponents? Come compete against all takers, until you get beaten.... then try again.

Thrown Weapons Marshals' Closing Meeting
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Fri Aug 9 10:30 AM - 11:30 AM Thrown Weapons Teaching Range
Open to all Known World Thrown Weapons marshals. Review of successes and concerns regarding the year's activities. Range tear-down immediately after the meeting.

Thrown Weapons MIT Class: Test and Final Questions
thrown weapons
Dame Dealla Cohen Atlantia 1.5 hours
Fri Aug 9 9:00 AM - 10:30 AM Thrown Weapons Teaching Tent
Ask any final questions and take the MIT test.

Thrown Weapons MIT: Part 1
thrown weapons
Dame Dealla Cohen Atlantia 1.5 hours
Sun Aug 4 9:00 AM - 10:30 AM Thrown Weapons Teaching Tent
Learn the SCA rules and guidelines to be a Thrown Weapons Marshal. Parts 1 & 2 required with on-the-range training and written test on Friday.

Thrown Weapons MIT: Part 2
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Mon Aug 5 9:00 AM - 11:00 AM Thrown Weapons Teaching Tent
Learn the SCA rules and guidelines to be a Thrown Weapons Marshal. Parts 1 & 2 required with on-the-range training and written test on Friday.

Thrown Weapons Populace War Point
thrown weapons
Dame Dealla Cohen Atlantia 6 hours
Mon Aug 5 10:00 AM - 4:00 PM Thrown Weapons Populace Range
Tue Aug 6 10:00 AM - 4:00 PM Thrown Weapons Populace Range
Wed Aug 7 10:00 AM - 4:00 PM Thrown Weapons Populace Range
Thu Aug 8 10:00 AM - 4:00 PM Thrown Weapons Populace Range
Over a 4-day period, come one, come all and contribute to your side's War Point effort. Each person can thrown multiple times.

Thrown Weapons Range Set-Up
thrown weapons
Dame Dealla Cohen Atlantia 4 hours
Mon Jul 29 9:00 AM - 1:00 PM Thrown Weapons Tournament Range
Tue Jul 30 9:00 AM - 1:00 PM Thrown Weapons Tournament Range
On Monday and Tuesday of Peace Week, the Thrown Weapons range needs to be set up for use for the rest of the War. Come help out; the sooner we get the range up, the sooner people can throw.

Thrown Weapons Range Tear-Down and Storage
thrown weapons
Dame Dealla Cohen Atlantia 3 hours
Fri Aug 9 9:30 AM - 12:30 PM Thrown Weapons Tournament Range
Come help us tear down the range and put it away. Immediately after the Known World Marshals' Meeting.

Two-Handed Weapon Tournament
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Thu Aug 8 3:00 PM - 5:00 PM Thrown Weapons Tournament Range
This is a tournament of throwing two-handed axes.

Using a Sling in the SCA
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Sat Aug 3 11:00 AM - 12:00 PM Atlatl Range
Slings are now approved for Thrown Weapons (at Society level). Come learn techniques of sling usage and be ready when they come to a kingdom near you.

Youth Axe-Throwing Instruction
thrown weapons
Dame Dealla Cohen Atlantia 1 hour
Fri Aug 2 10:00 AM - 11:00 AM Thrown Weapons Teaching Range
Tue Aug 6 3:00 PM - 4:00 PM Thrown Weapons Teaching Range
Teach youth, ages 5-12, to throw axes. This class will focus on Pennsic range rules, range etiquette and technique. There will be time for the children to throw, and loaner equipment available from the instructor. **Parent must accompany the child per Pennsic rules.** There will be a youth tournament later in the week.

Youth Thrown Weapons Tournament
thrown weapons
Dame Dealla Cohen Atlantia 2 hours
Thu Aug 8 1:00 PM - 3:00 PM Thrown Weapons Tournament Range
Youth Thrown Weapons Tournament for ages 5 - 17. There will be scoring in two age groups: 5-11 and 12-17. This is an annual contest and only axes are used in scoring.

Combat: War Points

Allied Champions Battle
war points
Scheduler Maximilian der Zauberer Midrealm 1 hour
Sun Aug 4 10:00 AM - 11:00 AM Battlefield
2 points
• Field Layout: (See map following battle description) 150 ft square. Flags will be supported by a tower of hay
bales 10 ft from the center of the back line. 15 ft square resurrection boxes on opposing corners. Substitution
boxes will be 15 ft x 120 ft outside of the field next to the resurrection boxes.
General Rules:
• 60-minute limited resurrection battle.
• 100 combatants from the kingdoms allied to the East vs. 100 combatants from the kingdoms allied to the
Midrealm.
• No principal kingdoms, allies only.
• Combatants start along their back line.
Substitutions:
• Once you leave, you may not re-enter (Soccer substitutions). Those waiting to sub in must remain in the
substitute box.
• Combatants must move to the sidelines when they leave the field.
Scoring:
• A team scores a point when both flags are together at their tower.
• Every time a point is scored, a hold will be called and the battle will be reset.
• Flags and combatants return to starting positions.
• Resurrection clocks are reset.
Flag Rules:
• Flags must be held in an otherwise-empty gauntleted hand.
• Flag bearers have 360-degree engagement.
• If a flag bearer is killed, the flag must be immediately dropped.
• Flags cannot be thrown or handed off to a teammate.
• Only combatants on the opposing team may move a flag from its initial position.
• Combatants may return their team's flag to its initial position if it has been moved by the opposing team.
Resurrection Rules:
• Dead combatants move to the resurrection box.
• Resurrection boxes are simultaneously released every 3 minutes.
• Resurrecting combatants who are not inside the box at release must wait until the next release.
Victory Condition: "Touchdown" points
• Majority of points scored at the end of the battle determines the victor
• The battle will end when 60 minutes are up or when one team has seven more points than the other.

Armored Hidden Fortress Battle
war points
Scheduler Maximilian der Zauberer Midrealm 2 hours
Tue Aug 6 10:00 AM - 12:00 PM Battlefield
Tuesday 10 am start - 5 pts
· 60 minute, unlimited resurrection battle.
· Dimensions of field to be defined by Highnesses.
· 2 causeways connected by a central fortress and walkway 27' maximum for causeways is recommended
· Central building is 30 feet by 60 feet, and has 12 foot doors on opposite diagonal corners. Side "buildings" have no entry, are for marshals.
· 2 cliffs (Goat paths) may not be scaled "up" (away from the buildings), but may be descended "down" toward the buildings. Goat paths are 6 feet wide
· Resurrection line is 100 feet from the goat path and causeway openings.
· No fighting over hay bales
· No weapons over 6 feet long may be used on the cliff goat path
o 9 foot weapons may target and reach onto the goat path but not enter the goat path
· Combat archery (CA) range is clears the bow, no gleaning
· CA may fire from the cliffs to the causeway and causeway to causeway, but NOT outward toward cliffs
· CA may shoot into buildings, but only through the building doors, not over hay bales
· Siege line is 50 feet from the goat path and causeway openings
o Siege can shoot into buildings, no gleaning
o Siege crews can resurrect, but engines cannot
· Each of the 5 batons is worth 1 point, awarded to side with longer total time of possession
· Each "flag"/baton will have 2 marshals, each with 2 stopwatches, one red, one blue
· Flags/batons are equidistant from the flag/baton in the center building; one outside each "corner" of
the central building (see diagram)
· Each baton cannot move from the 8 foot marked square
· Holds are local to the buildings and do not stop time. Medical holds are general and will stop time.
o If the baton is hit and flung out of the building, a hold that stops the clock will be called to place the baton back inside the building and the square.
o If the baton is dropped under a "dead" fighter, hold will be called to take out the dead.

Armored Town / Cathedral Battle
war points
Scheduler Maximilian der Zauberer Midrealm
2 hours
Mon Aug 5 10:00 AM - 12:00 PM Battlefield
Monday 10 am start 7 points
· 60 minute, unlimited resurrection battle
· One point per building, based on total time of possession of the batons
· Rez/ start line will be 50 feet from the edge of the building closest to the traditional sideline (see diagram)
· There will be 6 outbuildings and 1 central "Cathedral". Each building will have 2 doors, each 12 feet wide. The "Cathedral" in the center will have 4 doors, also each 9 feet wide
· Outbuildings are 15x30', "Cathedral" is 60 x 60 overall, in the shape of a plus.
· No fighting over hay bales
· There will be 7 total "banners" (batons). Each baton will be placed in the middle of the building, and
must stay within the designated 6 foot square. Banners = 24" batons with one red end and one blue end
o Possession of the batons must stay within designated area within each building.
o Batons must be held with a gauntleted hand, raised in the air so that the baton is visible to the marshals
o If the baton-holder dies, baton must be dropped to the ground inside the 6 foot box
· 2 marshals, one from each Principle, each with one red and one blue stopwatch per baton.
o A baton on the ground stops both stopwatches;
o A baton flung outside the 6 foot box stops both stopwatches, a local hold will be called to replace the baton and reset the combatants to outside the box
o If the baton is dropped under a "dead" fighter, hold that stops the clocks will be called to take out the dead.
o Major discrepancies between same color watches between the Marshals, no point will be awarded
o If watches are close, the time for each color will be averaged, and point awarded accordingly
o If the watches are the same – it's a miracle
· CA / Siege will be allowed throughout
o Neither is allowed to fire through walls, both can fire through the doors
o No gleaning of ammunition
o CA range – when the arrow clears the bow
o Siege crew can resurrect, engine cannot (because no re-inspection)
o After "Lay-on" Siege may move a maximum of 10' forward of the resurrection line
· Holds are local to the buildings and do not stop time. Medical holds are general and will stop time

Armored Woods Battle
war points
Scheduler Maximilian der Zauberer Midrealm
2 hours
Thu Aug 8 11:00 AM - 1:00 PM Woods
Thursday 11am start - 9 pts
· 90 minute, unlimited resurrection battle.
· The field will be laid out with Southern to Northern resurrection lines.
· Side with fewer points after the Rapier battle on Tuesday chooses starting location/ side. If there is a tie, a coin toss will be used to choose starting location/sides.
· Control of banner at the time check awards 1 point per flag (per time check).
o Time checks are at 30 minutes, 60 minutes, 90 minutes +/- 5 minutes each time check. Time checks will be selected just before battle, only Marshals 1, 2, and 3 will know the exact time, which will not be revealed to the combatants.
· Halfway between and equidistant to the start/res lines will be the banner line.
o On the banner line will be 3 banners: one in the dead center of the line, one to the East, and one to the West equidistant to the central banner but not in sight of it.
o Center banner is static; outside banners can be moved within a marked scoring zone. This needs the size of the zone added, and marked on a more readable map; Highnesses to add
o Banners = 9 foot spear with red flag or tape at one end, and blue flag or tape at the other.
o Banners must be held upright and visible at all times – banners cannot be used for fighting.
o Each banner will have 2 marshals, one from each side.
· Combat Archery is permitted in a radius of 60' from the fixed central banner. There is no gleaning.
· Medical holds stop the clock, all other holds are local.
· If the banner is not visible, hold will be called to re-establish location of the banner.

Belted Champions Battle
war points
Scheduler Maximilian der Zauberer Midrealm
0.5 hour
Sun Aug 4 12:00 PM - 12:30 PM Battlefield
1 point 25 v 25
• Last combatant standing.
• Crowns and Heirs may not fight.
• No Allies.

Combat Archery & Siege Battles
war points
Scheduler Maximilian der Zauberer Midrealm
2.5 hours
Wed Aug 7 3:00 PM - 5:30 PM Battlefield
Wednesday 3:00 PM (1 point per battle)
Battle 1: Siege only
This will be a test of the Siege engine crew's accuracy. Each army can bring as many engines as they want. Only one crew per engine, and each crew may only shoot one engine.
Engines will be set up 65 feet from the castle wall that holds the targets.
There will be 2 targets on the front of the castle. The large one 5x5 feet across , worth 3 points for each strike and the small one 3x3 feet across worth 5 point for each strike. Each engine gets 3 shots at the wall targets, and their score will be totaled for this portion.
The third target is inside the castle. 9x9 foot square on the ground worth 5 points for each bolt inside the box. This target will be placed 100 feet inside and in the center of the castle gates. Each engine will get 3 shots at this target inside the castle.
Prior to the battle engineers will be allowed inside the castle to study the target position inside the castle. Once the battle starts the gates will be closed.
Each engine will have 3 shots at the third target. Each Army will be allowed a "spotter" on the battlements who will signal the engineers what is needed to make their shot better. **NO** modern technology will be allowed in this communication. Flags, hand signals, and voice relay are acceptable methods.
Total accumulated high score wins this battle.
Battle 2: Combined CA and Siege 30 minutes Res Battle with last 5 minutes no res.
For this battle we would use the Valley Fortress Battle setup, with a few changes. (See map) Instead of the buildings in the middle, there would be 2 redoubts on each side, 3 hay bales long with a 3 foot opening in the front. No shooting over the redoubt walls. You can shoot and run thru the openings.
Start line will be the same as the Valley Battle the day before.
Siege engines will be positioned on the upper "Goat paths". These are considered cliffs and can be scaled down by troops but not scaled up.
Siege engines can be shot at by CA from the cliff bottom, and other Siege engines.
Shields are permitted, 1 shieldman per 2 combat archers with all shields being no more that 30 inches in diameter. Shields will be inspected day of by X using a 30 inch in diameter blank.
Resurrection lines are a dotted line of bales xxxx feet behind the cliff bottom.
In the center of the field is a bale of hay with flip stick, with a 25 foot circle painted around it. No shields may pass into this circle.
Side with their color up at the end of the battle wins this battle.
Battle 3: Combat Archery Only 30 minute Res battle last 5 minutes no res.
This battle would be the same as the combined battle; just eliminate the Siege.
For this battle we would use the Valley Fortress Battle setup, with a few changes. (See map) Instead of the buildings in the middle there would be 2 redoubts on each side, 3 hay bales long with a 3 foot opening in the front. No shooting over the redoubt walls. You can shoot and run thru the openings.
Start line will be the same as the Valley Battle the day before.
Combat Archers can position themselves on the goat paths.
Archers and shields on the goat paths can be shot at by CA from the cliff bottom.
Shields are permitted, 1 shieldman per 2 combat archers with all shields being no more that 30 inches in diameter. Shields will be inspected day of by X using a 30 inch in diameter blank.
Resurrection lines are a dotted line of bales xxxx feet behind the cliff bottom.
In the center of the field is a bale of hay with flip stick, with a 25 foot circle painted around it. No shields may pass into this circle.
Side with their color up at the end of the battle wins this battle.

Heroes Armored Field Battles
war points
Scheduler Maximilian der Zauberer Midrealm
2 hours
Fri Aug 9 10:00 AM - 12:00 PM Battlefield
Friday 10 am start - 5 pts
· All 5 battles fought to the last fighter on a 600 foot by 800 foot field.
· Victory condition is last fighter standing, 1 point per battle.
· 5 battles, CA and Siege allowed in only in battles 2 and 4, no gleaning.
Battle 1:
· Is started with a 5 vs 5 combat, each team comprised of the sitting principal Kings accompanied by 4 Allied sitting Royals. Heads of large neutral Households may be invited to join

(Black Talon, TuChux)
· Battle will commence at the complete elimination of one side. Victorious side may advance immediately, other side must wait 10 seconds to advance. The dead are dead for the current battle, but may
re-join for the next field battle.
Battle 2:
· Is started with the cannon.
· CA and Siege are allowed, no gleaning.
Battle 3:
· Is started with a 3 vs 3 combat, each team comprised of the Armored General and 2 Lieutenants.
· Battle will commence at the complete elimination of one side. Victorious side may advance immediately, other side must wait 10 seconds to advance. The dead are dead for the current battle, but may
re-join for next field battle.
Battle 4:
· Is started with the cannon.
· CA and Siege are allowed, no gleaning..
Battle 5:
· Is started with a 1 vs 1 combat of the Unbelted Team Captains.
· Battle will commence at the complete elimination of one side. Victorious side may advance immediately, other side must wait 10 seconds to advance. The dead are dead for the current field battle.

Heroes Rapier Field Battles
war points
Scheduler Maximilian der Zauberer Midrealm 1.5 hours
Fri Aug 9 12:00 PM - 1:30 PM Battlefield
Friday 12 pm start - 5 pts
· All 5 battles fought to the last fighter on a 400 foot by 400 foot field
· Victory condition is last fighter standing, 1 point per battle.
· 5 battles, spears in only in battles 2 and 4
Battle 1:
· Started with a 3 vs 3 combat, each team comprised of the sitting principal Kings accompanied by 2 Allied sitting Royals. Heads of large neutral Households may be invited to join (Black Talon,
TuChux) JLH NOTES: Is started with a 3 vs 3 rapier combat, each team comprised of the sitting principal Kings accompanied by 2 Allied sitting Royals. (If there are not enough allied royals who are authorized in rapier, then royal/consort champions may be substituted)
· Battle will commence at the complete elimination of one side. Victorious side may advance immediately, other side must wait 5 seconds to advance. The dead are dead for the current battle, but may rejoin for the next field battle.
Battle 2:
· Started by the cannon.
· Spears are allowed over the entire field.
Battle 3:
· Started with a 3 vs 3 combat, each team comprised of the Rapier General and 2 Lieutenants.
· Battle will commence at the complete elimination of one side. Victorious side may advance immediately, other side must wait 5 seconds to advance. The dead are dead for the current battle, but may rejoin for next field battle.
Battle 4:
· Started by the cannon.
· Spears are allowed over the entire field.
Battle 5:
· Started with a 1 vs 1 combat of the newest MODs of the East and Middle who are present at Pennsic .
· Battle will commence at the defeat of one/both of the MoDs. Victorious side may advance immediately, other side must wait 5 seconds to advance. The dead are dead for the current field battle.

Heroic Champions (Armored and Rapier)
war points, multiple cultures
Scheduler Maximilian der Zauberer Midrealm 2 hours
Sun Aug 4 2:00 PM - 4:00 PM Battlefield
2:00 - Heroics
1 point heavy - 1 point rapier
• First bout will be a non-scoring fight between Eastern heir Sovereign and Middle heir Sovereign to determine if East or Middle will call the first armored fighter.
• 15 armored (at least 3 fighters whom must be unbelts)
• Principal Crowns may not fight. Non-principal Royal Cousins are able to fight.
• Unbelted royal peers by their own hand and unbelted Crowns may not fight as unbelted heroic champions.
• 18 rapier (at least 3 fighters must be non-MoD, at least 2 bouts must be Cut & Thrust)
• No sitting Crowns from Principal Kingdoms may fight.
• Pairings will be arranged on Saturday, August 5th after the Meeting of the Crowns
• If overall tie occurs in wins, a tie will be decided between tiebreaker champions of the East and Midrealm.
Tiebreaker champions must be declared at or before the traditional Meeting of the Crowns following Opening Ceremonies. (This is the only case in which a fighter may be called on to fight more than once in the Rapier Champions tournament).

Rapier Hidden Fortress Battle
war points
Scheduler Maximilian der Zauberer Midrealm 2 hours
Tue Aug 6 1:00 PM - 3:00 PM Battlefield
Tuesday 1 pm start - 5 pts
• 30 minute battles with 15 minute break and reset, unlimited resurrection battle.
• Dimensions of field:
27’ for causeways
6’ for Goat Paths
Central building is 30 ft by 60 ft, with 12 foot doors.
Side “Buildings” are 30 ft x 60 ft and have no entry, they are for marshals only.
• 2 causeways connected by a central fortress and walkway 27’ maximum for causeways is recommended
• Central building is 30 feet by 60 feet, and has 12 foot doors on opposite diagonal corners. Side “buildings” have no entry, are for marshals.
• 2 cliffs (Goat paths) may not be scaled “up” (away from the buildings), but may be descended “down” toward the buildings. Goat paths are 6 feet wide
• Resurrection line is 50 feet from the goat path and causeway openings. Highnesses to mark on drawing
• No fighting over hay bales
• No Spears
• Death from behind is active
• RBG limit to 2 per fighter, reload only at res point
ADDITIONAL RBG RULES AS AGREED:
o Combatants may carry a maximum of 2 RBGs each. There is no shot limit.
o RBGs may only be loaded/reloaded at the rez point, not on the field.
o No gleaning ammo; however, combatants may retrieve their shot during the 15-minute break
at the half, and reuse their ammo during the second half of the battle.
o Shields and weapons are proof against shot.
o RBGs may fire from the cliffs to the causeway and causeway to causeway, but NOT outward toward cliffs
o RBGs may shoot into buildings, but only through the building doors, not over hay bales
• Each of the 5 batons is worth 1 point, awarded to side with longer total time of possession
• Each “flag”/baton will have 2 marshals, each with 2 stopwatches, one red, one blue
• Flags/batons are equidistant from the flag/baton in the center building; one outside each “corner” of
the central building (see diagram Agreed upon map had 5 flags)
• Each baton cannot move from the 8 foot marked square
• Holds are local to the buildings and do not stop the clock. Medical holds are general and will stop the
clock. **CLARIFICATION: DO LOCAL HOLDS STOP THE STOPWATCHES OF ANY BATONS IN THEIR AREA?**
o If the baton is hit and flung out of the building, a local hold that pauses the stop watches will be called to place the baton back inside the building and the square.
o If the baton is dropped under a “dead” fighter, hold will be called to take out the dead. NOT
APPLICABLE TO RAPIER
Baton must be held in an otherwise empty hand, raised in the air so that the baton is visible to the marshals
HAVING AN OPEN HAND TO HOLD BATON:
Combatants may combine and hold multiple weapons/parry devices in their other hand; if they do so, they may not fight or defend themselves with those weapons/parry devices.
o If Baton is used as a parry device, you will be called dead and drop the baton Baton is not a legal target

Rapier Mêlée Champions
war points
Scheduler Maximilian der Zauberer Midrealm 0.5 hour
Sun Aug 4 12:30 PM - 1:00 PM Battlefield
1 point per pass - No Spears, no RBGs
• 15 champions from the East and Midrealm, 15 Allies per side (30 total fighters per side)
• Last combatant standing
• Battles will be fought in 3 heats:
• Heat 1: 15 v 15 East and Midrealm (1 pass)
• Heat 2: 15 v 15 Allied Kingdoms (1 pass)
• Heat 3: 30 v 30 - the champions who fought in Heats 1 and 2 (1 pass)
• Alternates Rapier Melee - immediately following Rapier Melee Champions
• 15 combatants from the East & Allies vs. 15 combatants from the Midrealm & Allies. 1 pass.
• Last combatant standing.
• Any combination of principal and allied combatants who were not in the Rapier

Champions battles.

Rapier Town / Cathedral Battle

war points
Scheduler Maximilian der Zauberer Midrealm
2 hours
Mon Aug 5 1:00 PM - 3:00 PM Battlefield
Monday. 1 pm start, 5 points
• 60 minute - run as two 30 minutes battles with 15-minute break and reset, unlimited resurrection battle.
• One point per building, based on total time of possession of the batons.
• Rez/ start line will be 50 feet from the edge of the building closest to the traditional sideline (see diagram)
• There will be 4 outbuildings and 1 central "Cathedral". Each building will have 2 doors, each 12 feet wide. The "Cathedral" in the center will have 4 doors, also each 9 feet wide Per JLH Notes: Building doors are 9 ft, Cathedral Doors are 12
• Outbuildings are 15x30', "Cathedral" is 60 x 60 overall, in the shape of a plus.
o Missing Map change: The Outbuildings will be arranged so that they alternate orientation.
East/west, and North/south, with each side of the field having one building in each orientation.
Doors will be on the 15' side of each outbuilding.
• No fighting over hay bales.
• There will be 5 total "banners" (batons). Each baton will be placed in the middle of the building, and must stay within the designated 8 foot square. baton = 24" batons with one red end and one blue end – Per JLH Notes – 8 ft Square.
o Possession of the batons must stay within designated area within each building.
o Baton must be held in an otherwise empty hand, raised in the air so that the baton is visible to the marshals.
o If Baton is used as a parry device, you will be called dead and drop the baton.
Baton is not a legal target.
o If the baton-holder dies, baton must be dropped to the ground inside the 8 foot box.
• 2 marshals, one from each Principle or Ally, each with one red and one blue stopwatch per baton.
o A baton on the ground stops both stopwatches;
o A baton flung outside the 8 foot box stops both stopwatches, a local hold will be called to replace the baton and reset the combatants to outside the box.
o Major discrepancies between same color watches between the Marshals, no point will be awarded. Major discrepancies would be greater than 2 min. If watches are close, the time for each color will be averaged, and point awarded accordingly.
o If the watches are the same – it's a miracle.
• No Spears allowed in the buildings or Cathedral.
JLH Notes: Spears were permitted only in a designated zone – see rules below:
Spears will be permitted in designated spear zone only.
o The Spear Zone will be marked with a dotted haybale line located halfway between the Cathedral, and the center line of the buildings on the side of the field furthest away from the
fort.
o Spear fighters may not enter the buildings within the spear zone. Spears may take shots into the building, as long as the combatant remains outside of the building.
o No fighting over haybales. Spear fighters should call back their shots if any part of their spear crosses over a haybale during any part of their strike.
o Combatants using spear must keep both feet inside the designated spear zone, but may thrust outside of the zone.
o The Spear territory extends to the resurrection points.
ADDITIONAL MISSING RULES:
- No RBGs.
- Death from behind is active.
- RE: HAVING AN OPEN HAND TO HOLD BATON: Combatants may combine and hold multiple weapons/parry devices in their other hand; if they do so, they may not fight or defend themselves with those weapons/parry devices.

Rapier Woods Battle

war points
Scheduler Maximilian der Zauberer Midrealm
1.5 hours
Thu Aug 8 2:00 PM - 3:30 PM Woods
Thursday 2pm start - 3 pts
· 60 minute, unlimited resurrection battle.
· The field will be laid out with a Southern to Northern resurrection line.
· Side with fewer points after the Rapier battle on Tuesday chooses starting location/ side. If there is a tie, a coin toss will be used to choose starting location/sides.
· Control of majority of banners at the time check awards 1 point (per time check).
o Time checks are at 20 minutes, 40 minutes, 60 minutes +/- 3 minutes each time check. Time checks will be selected just before battle, only Marshals 1, 2, and 3 will know the exact time, which will not be revealed to the combatants.
· Halfway between and equidistant to the start/res lines will be the banner line.
o On the banner line will be 3 banners: one in the dead center of the line, one to the North, and one to the South equidistant to the central banner but not in sight of it.
o All banners are static;
o o FROM JLH NOTES: The flags will be traditional flip sticks with opposite ends marked with red or blue tape, and placed in PVC tubes secured by haybales. (9 ft is huge, and poses a safety
hazard while flipping: Agreed to tubes to hold the sticks, not held by fighters)
o NOT APPLICABLE TO TUBES, AS AGREED
o Each banner will have 2 marshals, one from each side
· Spears only on North Corridor of woods
· Medical holds stop the clock, all other holds are local.
· NOT APPLICABLE TO RAPIER/FLIP TUBES
MISSING RULES:
No RBGs are allowed in this battle.
DFB is active

Siege Inspections

sca combat, sca siege, combat siege
Richard le Hauke East 4 hours
Fri Aug 2 1:00 PM - 5:00 PM Marshalls' Point
Sat Aug 3 1:00 PM - 5:00 PM Marshalls' Point
Sun Aug 4 1:00 PM - 5:00 PM Marshalls' Point
Pre-battle inspections for all siege equipment to be used on the battlefield during Pennsic.

Thrown Weapons Champions

thrown weapons
Scheduler Maximilian der Zauberer Midrealm
4 hours
Tue Aug 6 8:00 AM - 12:00 PM Thrown Weapons Tournament Range
Thrown Weapons Champions (2 – Points)
Targets/Range Setup:
• Two 8 ft tall x 4 ft wide boards with 9 target circles of various sizes painted at different heights on each
General Rules:
• 15 total champions on the team, including a Team Captain.
• Team captains will be the first competitors.
• Minimum throwing distance of 10 ft for axe or knife and 20 ft for spear.
• Multiple hits on the same target count only as one target.
• Each competitor will have the same number of weapons on the range.
• All competitors must obey the retrieval rules on the range.
• After the first competition the sides will alternate choosing a thrower first with the loser of the first competition
choosing first in the second.
Competition:
• 15 head-to-head competitions in 2 heats each, unless a tie-breaker is needed.
• Team captains will be the first competitors.
• Teams will alternate who chooses first. Whichever is behind chooses the first competitor.
• Heat 1 (Axe) & Heat 2 (Knife):
• Up to 20 throws to hit each of the nine targets.
• Throwers will alternate throws.
Victory in each heat:
• The first thrower to hit all nine targets (with equal throws)
OR
• The thrower who hit (and stick for the duration of the throw) more of the nine targets
OR
• Sudden death - the first to hit when the other misses is the winner
Heat 3 (Tie Breaker with Spear):
If after two heats the competitors are tied the competition will move to a tiebreaker with spear.
Victory: The first thrower (with equal throws) to hit the centermost target wins.
Victory Condition:
• The team that wins the majority of the head-to-head competitions wins the championship.

Unbelted Champions and Alternates Battle

war points
Scheduler Maximilian der Zauberer Midrealm
0.5 hour
Sun Aug 4 11:30 AM - 12:00 PM Battlefield
1 point for champions / 0 points for Alternates
• 35 champions from the East vs. 35 champions from the Midrealm. 1 pass.
• Last combatant standing.
• Crowns may not fight, unbelted royal peers by their own hand may not fight, unbelted Heirs may fight.
• No Allies.
• Alternates/Allies Unbelted Mêlée immediately following Unbelted Champions.
• 35 combatants from the East & Allies vs. 35 combatants from the Midrealm & Allies. 1 pass.
• Last combatant standing.
• Any combination of principal and allied combatants who were not in the Unbelted

Champions battle.
• No Chivalry.

Combat: Youth

A Night with Knights
Hugh de Montlucon Atlantia 2 hours
Sun Aug 4 6:00 PM - 8:00 PM Youth Combat List
Youth fighters and knights alike, come for a night of instruction, sparring, and fun. An opportunity for the youth fighters of the SCA to learn from those that they aspire to be. Knights, please come out and spread your knowledge. Youth weapons will be provided for sparring and a quick rundown of the rule differences will be given before we begin.

Æthelmearc Tag Team Tournament
Grandfather Metheus T Weasel Aethelmearc 2 hours
Mon Aug 5 2:00 PM - 4:00 PM Youth Combat List
Heavy list and youth team up for a round-robin tournament.

Æthelmearc Tag Team Tournament
Mistress Karrah the Mischievous East 2.5 hours
Mon Aug 5 2:00 PM - 4:30 PM Armored List Red
Heavy list and youth team up for a round robin tournament.

Afternoon Youth Heavy List Battlefield Games
Yth Btlfid Cord Mistrs Eikaterine tis Elliniki East 2.5 hours
Thu Aug 1 2:00 PM - 4:30 PM Youth Combat List
Fri Aug 2 2:00 PM - 4:30 PM Youth Combat List
Wed Aug 7 2:00 PM - 4:30 PM Youth Combat List
Youth will fight on the list in a series of battlefield formats and/or sparring games, as number of attendees, ages and interest allow. This is fun!

Knowne Worlde Baronial Championship Tournament
Yth Btlfid Cord Mistrs Eikaterine tis Elliniki East 4 hours
Tue Aug 6 12:00 PM - 4:00 PM Youth Combat List
Youth Fighters who are baronial champions from their home kingdoms can come to this tournament to fight for the title of the Greatest Baronial Champion in the Knowne Worlde. Youth who wish to fight who do not have baronial sponsors can come to the list and be matched with baronies willing to sponsor youth. Participating baronies bring heralds, fly their colors, and otherwise make this a lovely and exciting day of Chivalric Glory that will be remembered by all who attend. This is the largest and most highly attended youth tournament every year.

Middle Kingdom: Barony of Rivenstar's Lava Tourney
youth, rapier, tournament
Dono Oda Umi Midrealm 1 hour
Fri Aug 2 2:00 PM - 3:00 PM Youth Rapier List
A bearpit / king-of-the-hill type of tourney.

Morning Skills and Sparring
Yth Btlfid Cord Mistrs Eikaterine tis Elliniki East 2.5 hours
Thu Aug 1 8:30 AM - 11:00 AM Youth Combat List
Fri Aug 2 8:30 AM - 11:00 AM Youth Combat List
Sat Aug 3 8:30 AM - 11:00 AM Youth Combat List
Sun Aug 4 8:30 AM - 11:00 AM Youth Combat List
Wed Aug 7 8:30 AM - 11:00 AM Youth Combat List
Come join us on the youth list for workshops designed to teach skills useful to becoming a heavy list fighter and then using them and defending against them in bouts!

Tarl's Youth Polearm Tournament
Grandfather Metheus T Weasel Aethelmearc 2 hours
Mon Aug 5 6:00 PM - 8:00 PM Youth Combat List
Youth Bear Pit Tourney using only polearms.

Tournament of Defense for Youth Rapier
youth, rapier, tournament
Dono Oda Umi Midrealm 1 hour
Wed Aug 7 9:00 AM - 10:00 AM Youth Rapier List
The Middle Kingdom presents a Tournament of Defense for the youth rapier list. The format will be an hour-long tournament where MODs will be available to fence, give advice, instruction, and play time for youth (aged 6-17). All youth are welcome. Weapons used will be legal for the age of the youth.

Youth Combat Castle Battle
Yth Btlfid Cord Mistrs Eikaterine tis Elliniki East 3 hours
Thu Aug 8 9:00 AM - 12:00 PM Fort
Youth Heavy List muster at Youth List and then march together on the Castle. There they will fight in battle simulations on both defense and offense in their respective lists, and then participate in end of Pennsic awards ceremony at close of session.

Youth Combat Marshal Collegium: Marshaling
Yth Btlfid Cord Mistrs Eikaterine tis Elliniki East 2 hours
Sun Aug 4 2:00 PM - 4:00 PM Youth Combat List
How to become a marshal, responsibilities at each level, and how to build and grow your group. Weapons requirements and armor inspections will also be covered.

Youth Heavy List Skills, Games, and Drills
Yth Btlfid Cord Mistrs Eikaterine tis Elliniki East 2.5 hours
Wed Jul 31 11:00 AM - 1:30 PM Youth Combat List
Daily morning regular practices to be run on the Pennsic Battlefield Youth List. **Youth aged 6-17,** all levels of experience on three different list fields. Loaner gear will be available.

Youth Marshal Meet-and-Greet
Yth Btlfid Cord Mistrs Eikaterine tis Elliniki East 1 hour
Sun Aug 4 4:00 PM - 5:00 PM Youth Combat List
Come meet other SCA youth marshals of heavy list and fence and discuss current challenges, while sharing solutions. Also cool down with summer treats! **18+**
Adults Only! This is a meeting of the marshals who run Youth Combat from around the Knowne World. 18 is the minimum age of a marshal. Youth fighters are not present, as sensitive ethical and legal issues may potentially be discussed.

Youth Rapier Activities
rapier
Mistress Wentlyanna Bengrek East 5 hours
Wed Jul 31 9:00 AM - 2:00 PM Youth Rapier List
Thu Aug 1 9:00 AM - 2:00 PM Youth Rapier List
Fri Aug 2 9:00 AM - 2:00 PM Youth Rapier List
Sat Aug 3 9:00 AM - 2:00 PM Youth Rapier List
Sun Aug 4 9:00 AM - 2:00 PM Youth Rapier List
Mon Aug 5 9:00 AM - 2:00 PM Youth Rapier List
Tue Aug 6 9:00 AM - 2:00 PM Youth Rapier List
All youth between 6 and 17 are welcome to participate in the daily activities. Instruction and games will vary by day.

Youth Rapier Activities
Mistress Wentlyanna Bengrek East 4 hours
Wed Aug 7 10:00 AM - 2:00 PM Youth Rapier List
All youth between 6 and 17 are welcome to participate in the daily activities. Instruction and games will vary by day.

Cooking

Aphrodisiacs: Food & Drink for Sex & Love - CCt
cookery, european, multiple cultures, courtesans, food culture, foods, aphrodisacs, medicine
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Wed Aug 7 10:00 AM - 11:30 AM East Kingdom Royal Kitchen
Handouts Limit 10
Materials Limit 10 $5.00 At-will Donation appreciated
Brief presentation on historical and locale-based aphrodisiacs followed by hands-on preparation of samples to take. Italian and European Renaissance drinks and morsels designed to entice, to please, to enhance. This class will focus on recipes that are perfect for making prior to an event and bringing along with minimal fuss, that can be easily kept at food-safe temperatures. There will be a pamphlet of recipes. Possible allergens include dairy, tree nuts, gluten, several types of flowers. Please dress for mess, bring a cutting board, hand towel, paring knife, and a container to take your samples. **Adult only. Sexual content.**
Adults Only! Sexual/health subjects

Beginning Pressed Cheese
Abbess Waldetrudis von Metten Midrealm 5 hours
Wed Jul 31 12:00 PM - 5:00 PM Spartii N15
Learning the use of presses, rennet, and cultures. **Adult. Hot items.**
Adults Only! Hot items

Building a Camp Bread Oven
Mistress Angharad ferch Tangwystl Midrealm 2 hours
Thu Aug 1 9:00 AM - 11:00 AM The Camp of the Three Bears: N17 along Battle Road
A hands-on lesson in one method of constructing a temporary beehive bread oven, one that's been built at Pennsic for two decades.

Cooking from Period Sources
cookery, multiple cultures
Master Cariadoc West 1 hour
Sat Aug 3 2:00 PM - 3:00 PM A&S 12
Handouts Limit 40
How to start with a recipe that was written in period and end up with a dish that is consistent with that recipe and tastes good. Also, a discussion of available sources for recipes.

Eat Your Flowers with Tasting: Savory and Strange
cooking, gardening, botany
Baroness Sadira bint Wassouf Aethelmearc 1 hour
Mon Aug 5 1:00 PM - 2:00 PM A&S 1
Handouts Limit 20
Medieval cooks had the luxury of using fresh flowers in their dishes for the entire time of their bloom. We may or may not even have one feast during that time of the year. While the methods we will explore are not all period, they allow us to capture fresh tastes of herb flowers to use all year long. Participants will get to taste samples of them during the class.

Food in Medieval Sicily
recipes, cooking, cuisine, sicily, 12thc, 13thc
THL Adelisa Salernitana East 1 hour
Mon Aug 5 8:00 AM - 9:00 AM A&S 7
What did Roger II, William I, and William II, as well as Emperor Frederick II Hohenstaufen, all eat? What is the Emir of Catania's chicken dish? How period is pasta? Although there are no Norman Sicilian cookbooks, there are some recipes from adjoining regions as well as modern Sicilian ones such as *maccu* that have deep medieval roots. This is not a cooking class, but we will be discussing the history of the "Golden Age" of Sicily as well as looking at some recipes.

Frying Pan Bread and Pastries
cookery
Master Cariadoc West 2 hours
Wed Aug 7 12:00 PM - 2:00 PM East Kingdom Royal Kitchen
A demonstration of a period flatbread recipe and two period pastry recipes, all of which can be made in a frying pan over your campfire. The flatbread is 10th-century Middle Eastern; the pastries are 13th-century Andalusian. The class will be taught in persona.

Hearthside cooking: Hands-On
open fire cooking, feeding a cooking fire, cast iron care, cooking skills, period recipes
Baroness Kathryn Ramsey East 6 hours
Thu Aug 1 9:00 AM - 3:00 PM Household of the White Rose, N17 corner of Battle Rd and Fosse Way
Materials Limit 10 $10.00 Food, wood and recipes
I will show cooking skills over an open fire to be able to create a period meal. Participants will be working together to create a noon meal they will be able to enjoy. Skills used will be prepping meat, vegetables, sautéing, frying, and, of course enjoying. We'll also learn to care for cast iron after lunch. **Warning: hot open fire.**

Honey Tasting: The Finest Honeys of the World!
tasting, foods
Otto Mueller Ansteorra 1.5 hours
Tue Jul 30 11:00 AM - 12:30 PM A&S 10
Fri Aug 2 11:00 AM - 12:30 PM A&S 10
Sat Aug 3 11:00 AM - 12:30 PM A&S 10
Sun Aug 4 12:00 PM - 1:30 PM A&S 11
Mon Aug 5 2:00 PM - 3:30 PM A&S 10
Tue Aug 6 2:00 PM - 3:30 PM A&S 10
Handouts Limit 30 $1.00
Materials Limit 30 $15.00 Handouts, tasting spoons, and these honeys are expensive, especially Sidr at $600/bottle.
This is honey-tasting and storytelling brought to you by a world traveling beekeeper. The finest honeys of the world will be sampled...from Yemen to Crete, USA to Croatia. We'll cover the honey mentioned by Pliny the Elder to be the finest in the Roman world, to the world's most expensive honey ($600/bottle!). You will get to explore your palate and write down your thoughts on each. Bring water to cleanse your palate. Bring a pen for notes!

How to Maintain an Outdoor Cooking Fire
cookery
Baroness Catherine of Deva Midrealm 1 hour
Tue Aug 6 3:00 PM - 4:00 PM A&S 18
Learn how to lay up and maintain a fire for cooking. A cooking fire is very different than a fire you are just going to sit around. The kind of fire you will need depends on what you are going to cook. We will discuss/show the different types.

Medieval Food Myths
cookery
Master Llewellyn apTeirnon Midrealm 2 hours
Sun Aug 4 9:00 AM - 11:00 AM A&S 13
Ever get sick of the old myth about people using spices because they were serving rotting meat? Then this is the class for you. We will discuss common medieval food myths as well as ask the class for a few of theirs and where to find the real information for your needs.

Non-Pressed Cheese
Abbess Waldetrudis von Metten Midrealm 5 hours
Thu Aug 1 12:00 PM - 5:00 PM Spartii N15
Learn how to make traditional Brie and Camembert. With just a few simple ingredients, this step-by-step recipe will guide you in making Brie that stands out in a crowd. The second white mold cheese we will cover is Camembert, with its beautiful white robe and soft, almost oozing texture. In this recipe I will guide you through the making process and then focus on what it takes to get the surface molds to grow for a truly ripe Camembert cheese. **Adult; hot items**
Adults Only! Hot items

Nosh Like an Ancient Roman
cookery, european
Lucretia Marcella Midrealm 1 hour
Sun Aug 4 3:00 PM - 4:00 PM A&S 18
Handouts Limit 25 $2.00
Dine in leisure like a Roman with these delectable treats you can indulge in while camping or relaxing around the house!

Pennsic Without a Cooler
cookery, multiple cultures
Mistress Elizabeth of Dendermonde West 1 hour
Sat Aug 3 4:00 PM - 5:00 PM A&S 18
Handouts Limit 30
How to feed yourself period food at long camping events without the use of a cooler.

Period Islamic Cooking
cookery, middle eastern
Master Cariadoc West 1 hour
Sat Aug 3 12:30 PM - 1:30 PM Middle Eastern
Handouts Limit 30
A description of a wide range of recipes from period Islamic cookbooks, along with a discussion of the available sources.

Cordage

***Kumihimo* Basics**
weaving, kumihimo
Baron Egill the Loomwright No Kingdom 1 hour
Fri Aug 2 2:00 PM - 3:00 PM Pine Box Traders
Mon Aug 5 12:00 PM - 1:00 PM Pine Box Traders
Materials Limit 10 $12.00 Disk, bobbins, string, & instructions
Kumihimo is cord braiding on a disk. Make a basic round cord. Disk and string provided; take your work home with you.

***Kumihimo* Basics: Four Basic Weaves**
kumihimo, japanese, weaving
Angharad verch Morgan Aethelmearc 1 hour
Wed Jul 31 11:00 AM - 12:00 PM A&S 6
Wed Aug 7 11:00 AM - 12:00 PM A&S 6
Handouts Limit 10 $1.00
Materials Limit 10 $2.00 No fee is required, but a small donation to cover the costs of the kumihimo discs is welcome.
Kumihimo is a Japanese weaving method dating back 1,400 years. In this class, we will learn the 4-strand weave (*maru-yotsu-gumi*), as well as the 8-strand round weave (*maru-uchi himo*), flat weave (*hira-uchi himo*) and square weave (*kado-uchi himo*). Students are welcome to bring their own materials, or use class materials (materials limited to 10). A small donation is welcome if the student should decide to keep the class materials.

***Kumihimo* Basics: The 8-Strand Weaves**
kumihimo, beginner, weaving, youth
Angharad verch Morgan Aethelmearc 1 hour
Fri Aug 2 11:00 AM - 12:00 PM Family Point 2
Mon Aug 5 1:00 PM - 2:00 PM Family Point 2
Materials Limit 10 $2.00 No fee is required, but a small donation to cover the costs of the kumihimo discs is welcomed.
Kumihimo is a Japanese weaving method dating back 1,400 years. In this class, we will learn the 8-strand round weave, flat weave, and square weave. Students are welcome to bring their own materials, or use class materials (materials limited to 10). A small donation is welcome if the student should decide to keep the class materials.

Kute-uchi : Expert Japanese Hand Loop Braiding

far eastern, fiber arts, loop-braiding, japanese, kumihimo, kute-uchi
Shonagon Ishiyama Gen'tarou Yori'ie Aethelmearc 2 hours
Mon Aug 5 10:00 AM - 12:00 PM A&S 3
Handouts Limit 12

This period Japanese braiding technique was "lost" to the general population as a closely-held secret until modern research "re-discovered" it. *Kute-uchi* is similar to other methods of loop braiding, except the loops are lined up on the hands instead of held by the fingers. This enables experienced braiders to create braids using more than ten elements, with no additional equipment. Learn expert techniques of this Japanese loop-manipulation braiding technique to create flat *Hira-gumi* braids with 9, 11, 13, and 15 loops.

Basic *Kumihimo*

Lady Genovefa Guinnere Midrealm 1 hour
Wed Aug 7 12:00 PM - 1:00 PM A&S 5

This class will teach the basic processes for setting up your new disk and making your first braid with it. You will learn the benefits of using weights and bobbins. A very brief history of what the braids were used for will be given but the focus will be on the actual construction. If you have your own kit please bring it. A few will be available to use.

Family Kumihimo Basics

kumihimo, family friendly
Baron Egill the Loomwright No Kingdom 1 hour
Sun Aug 4 12:00 PM - 1:00 PM Pine Box Traders
Wed Aug 7 2:00 PM - 3:00 PM Pine Box Traders
Materials Limit 10 $12.00 disk, bobbins, string, & instructions

Family-oriented kumihimo: braiding round cord on a disk. Youth welcome with parent or guardian. Make a basic round cord which can be used for everything from shoestrings to medallion cords. Disk and string provided.

Hedeby 6-Strand Braid

norse, braid, plait, trim
Mistress Constance Glyn Dwr Aethelmearc 1 hour
Mon Aug 5 1:00 PM - 2:00 PM A&S 10
Thu Aug 8 1:00 PM - 2:00 PM A&S 10
Handouts Limit 15
Materials Limit 10 $5.00 Enough wool thread for 3 yards of finished trim per person and one dowel per person.

A fragment of an apron dress found in Hedeby has a plait braided from six wool threads in red and yellow sewn over a tuck. Come learn to plait this thin 6-strand braid. Hands-on, make-and-take.

Lucet Basics

weaving
Baron Egill the Loomwright No Kingdom 1 hour
Tue Jul 30 12:00 PM - 1:00 PM Pine Box Traders
Tue Aug 6 4:00 PM - 5:00 PM Pine Box Traders
Thu Aug 8 4:00 PM - 5:00 PM Pine Box Traders
Materials Limit 20 $10.00 Lucet, string & instructions

Make a square cord and a two-color cord. Lucet, string, and instructions provided as part of the class fee.

Make a Turk's Head Knot by the Starr Method

knot tying, turks head, arts and crafts
Corasande of Starrhill Midrealm 1 hour
Sat Aug 3 2:00 PM - 3:00 PM A&S 3
Tue Aug 6 2:00 PM - 3:00 PM A&S 3
Materials Limit 20 $1.00 paracord

Have you failed at making a Turk's Head Knot with the wrap-the-cord-around-your-fingers or a tube method? So did I, and It was discouraging. So I figured out a new way, and it is really easy. I call it the Starr method. We will use paracord and a star template to help us. Class limit 20. There won't be a handout but I'll tell you where I put the template online, at the class.

Adults Only! teens are ok, I don't think a child could do this, but with a parent that is probably ok.

Make Your Own Medallion Cord

THL Rufina Sa'avedra Aethelmearc 2 hours
Wed Jul 31 3:00 PM - 5:00 PM A&S 12
Fri Aug 2 4:00 PM - 6:00 PM A&S 12
Tue Aug 6 9:00 AM - 11:00 AM A&S 12

Why wear a plain white string? Learn *Slung* , a method for cord-making that can best be described as juggling with strings! Children welcome with adult. *Slung* is also known as Viking whip-cording. It is not only useful but a lot of fun for all ages. Can be done as a children's activity or at demos. Bring a friend! People will be taking turns on a limited number of set-ups. Showing up late is perfectly fine.

Natural Cordage Making

cordage, natural fibers, string
Mistress Constance Glyn Dwr Aethelmearc 1 hour
Sun Aug 4 1:00 PM - 2:00 PM A&S 10
Tue Aug 6 10:00 AM - 11:00 AM A&S 10
Handouts Limit 15 $2.00
Materials Limit 15

Cordage made from plant and animal fibers have been used throughout history. It can be used for bowstrings, fishing lines, snares, basketry, and bag making. We will provide materials and teach you two different ways of making your own cordage.

Costuming

Aiglets :Make Fine Aiglets with Inexpensive Tools

metal, points, aiglets, rings, accessories
Master Bedwyr Danwyn Aethelmearc 1 hour
Fri Aug 2 3:00 PM - 4:00 PM Bog U
Mon Aug 5 5:00 PM - 6:00 PM Bog U

Making fine aiglets, points, and lacing rings which can be done easily and inexpensively. Instructor will demonstrate how to make fine aiglets with inexpensive, common tools for pennies in material cost. They sell well at events and income potential is there. I will also demonstrate how to attach inexpensive fingerloop braided cords to turn them into points and, if time permits, will show you how to make period lacing rings for the points to attach to. Get rid of modern grommets and upgrade your new garb! It is all easy, inexpensive, period and fun. This is being taught in Bog U so it might be wise to check in advance to see if chairs will be provided in case you need to bring your own.

Landsknecht Fashion 1490-1570

landsknecht, fashion
Meister Friderich Swartzwalder Aethelmearc 1 hour
Fri Aug 2 12:00 PM - 1:00 PM A&S 12

What do you think when you hear the term *Landsknecht* ? Big puffy clothes with lots of slashes and lots of feathers? It was not always this way. Come and learn how *Landsknecht* fashion changed over the years. A multi-page handout with examples will be provided. (Donation appreciated, but not required.)

12th-Century Women's Clothing

Mistress Briony of Chatham East 1 hour
Wed Aug 7 10:00 AM - 11:00 AM A&S 13
Handouts Limit 50

An overview of 12th-century women's clothing, including the elusive bliaut. Will cover the basics of fabrics, cut, accessories, and embellishment.

Basic *Saree* Draping

india, costuming
Lady Karayil Nakkan Cani Midrealm 1.5 hours
Sat Aug 3 11:00 AM - 12:30 PM A&S 13
Thu Aug 8 2:00 PM - 3:30 PM A&S 13

We will cover a basic pants-style wrap, a basic skirt-style wrap, and both a one- and 2-shoulder drape. We will also cover ways to adapt draping for those who struggle with some dexterity and ways to keep your *saree* in place. Bring your own *saree* if you have one. I will have a limited number of spares for folks to practice with. You will need to be able to reach behind your back for some of these, so bring a buddy if you need an assistant.

Basic Beading Techniques

costuming, beads
Basic beading t Eudoxia Antonina Aethelmearc 1 hour
Sun Aug 4 9:00 AM - 10:00 AM A&S 10

Learn the basics of attaching beads to fabrics through a variety of ways to achieve looks that were popular throughout the medieval and Renaissance periods.

Basic Hand Sewing

sewing
Lady Benedicta of Cynnabar East 3 hours
Thu Aug 1 9:00 AM - 12:00 PM A&S 3
Tue Aug 6 9:00 AM - 12:00 PM A&S 2
Handouts Limit 15 $0.50
Materials Limit 12 $1.00 5 pages @ .10 page; materials include fabric, needles, and thread

Learn period methods of seaming and hemming, fabric traits, and how to reduce thread wear and tangling. Fabric, thread, and needles will be supplied. Please bring needles and scissors if you have them. This course is appropriate for adults and for children the parents consider old enough to handle the needles safely.

Beginner *Nalbinding* Oslo Stitch
fiber arts, fiber, nalbinding
HL Laska Koudelka Trimaris 2 hours
Wed Aug 7 11:00 AM - 1:00 PM Fiber Arts Pavillion - Atlantean Royal
Materials Limit 6 $5.00 Wool or cotton and a nalbinding needle
Learn the way to create stretchy fabrics that predates knitting and crocheting. Many archeological finds show the use of Oslo stitch to create mittens in the Viking Age. You could also make hats, scarves, and socks with this easy-to-learn stitch. We will cover the basic stitch, learn how to start the project in from the middle rosette and from the circular edge.

Bronze Age Short Tunic for Women
bronze age, clothing, garb
Magistra Agatha Iris An Tir 1 hour
Fri Aug 2 6:00 PM - 7:00 PM A&S 17
Thu Aug 8 6:00 PM - 7:00 PM A&S 17
Handouts Limit 20 $1.00
Learn to pattern and sew your own Bronze Age short tunic using one piece of fabric and simple stitches! These short tunics are based on women's Bronze Age finds, and can be patterned and sewn right here at Pennsic! Add a simple tube skirt, and you're ready to portray a Bronze Age persona.

Celtic Textiles & Women's Dress of Central Europe
european
Loremother Alfrun ketta Aethelmearc 2 hours
Fri Aug 2 10:00 AM - 12:00 PM A&S 13
Analysis of textiles from the Iron Age in Central Europe, along with information on dress accessories, period iconography, and burial practices. This class aims to help make informed choices for crafting women's dress in the Late Hallstatt and Early La Tene periods in Central Europe.

Celtic Women's Dress of Central Europe
costuming, celtic, la tene
Loremother Alfrun ketta Aethelmearc 1 hour
Wed Aug 7 1:00 PM - 2:00 PM Preachain 2, E23 block
Class will give an overview of possibilities for garments and jewelry for a *La Tene* -period woman in Central Europe and will also have a brief discussion on possible textile types.

Coats, Cloaks, and Other Outerwear
costuming, multiple cultures
Sisuile Butler East 1 hour
Tue Aug 6 10:00 AM - 11:00 AM A&S 15
Handouts Limit 15 $2.00
Weather happens. Sometimes it's cold or wet. What is the appropriate coat, cloak, or other protection from the elements for your persona?

Courtesan Tableaux - CCt
multiple cultures, european, clothing, garb, get dressed with me, courtesans, roman, venetian, far eastern, fashion
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Tue Aug 6 8:30 PM - 10:00 PM Courtesan College
Handouts Limit 20 $1.00
Living scenes from the private dressing rooms of the social élite showcasing Courtesan and Sex Worker fashion from select cultures in history. Observe the garments and elaborate effort of three high-class sex workers as they prepare from a state of *deshabille* for an evening out, or undressing for intimate evenings in. Join us in contemplating the art and effort that goes into period dressing and primping in this performance. Social to begin at 8:30 pm, curtains at 9 pm, Q&A afterwards. **Age 18+.**
Adults Only! Partial to full nudity depending on culture

Deeper Look at Textiles & Trim of Viking Age Dress
european
Loremother Alfrun ketta Aethelmearc 2 hours
Tue Aug 6 10:00 AM - 12:00 PM A&S 14
By looking deeper at both the textiles and the details from extant items, this class aims to help individuals make informed choices for crafting their garments. Textile examples will clarify the weaves and weights of period fabrics, and there will also be discussion of possible modern substitutions. Additionally, practical details for finishing or embellishing garments will be explored and their history investigated. The goal of this class is to help the individual understand how daily life during the Viking Age could affect how textiles were crafted and worn.

Evidence-Based Viking Male Clothing
european
Lorefather Þorfinnr Hróðgeirsson East 1 hour
Wed Jul 31 4:00 PM - 5:00 PM A&S 8
Tue Aug 6 10:00 AM - 11:00 AM A&S 8
What can we learn from archaeological, historical, and literary sources about Norse male clothing during the Viking era? Are you committing a deadly reenactorism, or is your garb Hedeby-erific? We'll talk through several sources of evidence, suggest choices to make or avoid, and if the weather isn't too hot, show some reconstructions with the instructor as model.

Gussets, Godets and Gores "Oh My" 2
Lord Tempus Peregrinator Ealdormere 1 hour
Wed Aug 7 12:00 PM - 1:00 PM A&S 12
This is a new class on gussets, godets and gores. Combined with the keyhole neck class, this shows the easiest way to make a tunic, plus more about sewing. How to cut and sew gussets, godets and gores, all devices to give your clothes better fit, more fullness and freedom of movement! We'll discuss how to cut and sew gussets, as found on the underarms of T-tunic, the fast and easy way. Also covers godets and gores, the difference and how easy they are, too. A lot of good advice about sewing in general.

Gussets, Godets and Gores "Oh My" 2
sewing, costuming
Lord Tempus Peregrinator Ealdormere 1 hour
Sun Aug 4 12:00 PM - 1:00 PM A&S 12
This is a new class on gussets, godets and gores. Combined with the keyhole neck class, this shows the easiest way to make a tunic, and more about sewing. How to cut and sew gussets, godets and gores, all devices to give your clothes better fit, more fullness and freedom of movement! We'll discuss how to cut and sew gussets, as found on the underarms of T-tunic, the fast and easy way. Also covers godets and gores, the difference and how easy they are, too. A lot of good advice about sewing in general.

Gussets, Godets, and Gores, "Oh My"
costuming, sewing
Lord Tempus Peregrinator Ealdormere 1 hour
Mon Aug 5 2:00 PM - 3:00 PM A&S 12
This is a class about sewing gussets, godets, and gores -- mostly gussets because after this you won't need the other ones. Combined with the keyhole neck class, this shows the easiest way to make a tunic, and more about sewing. How to cut and sew gussets, godets and gores, all devices to give your clothes better fit, more fullness and freedom of movement! We'll discuss how to cut and sew gussets, as found on the underarms of T-tunics, the fast and easy way. Also covers godets and gores, the difference and how easy they are, too. A lot of good advice about sewing in general.

Hand-Sewing 201: Beyond Finishing Seams
hand-sewing
Lady Ethne an Locha Aethelmearc 1 hour
Thu Aug 1 10:00 AM - 11:00 AM A&S 14
Handouts Limit 20 $1.00
Materials Limit 10 $1.00 linen and wool to demonstrate basting, pad stitching and eyelets.
This is an intermediate class for those who are already familiar with basic tools and techniques of hand-finishing garments. We will cover choosing threads, using period tools, and higher-level techniques such as basting, pad stitching, and making your stitches look "museum quality". Please bring a needle, thread and snips if you want to try the techniques in class.

Help Me, Tempus, You're My Only Hope!
multiple cultures, sewing, costuming
Lord Tempus Peregrinator Ealdormere 2 hours
Thu Aug 1 12:00 PM - 2:00 PM A&S 12
Tue Aug 6 1:00 PM - 3:00 PM A&S 12
(Garb Troubleshooting/Q&A Workshop)
This is a trouble-shooting and problem-solving class; garb problems diagnosed and solutions proffered. Bring to the class garb that went "wrong" or garb that didn't "work" for you. We'll talk; it can be fixed. If you don't have the garb here, bring your questions; we'll do our best to solve your garb troubles. We'll talk about gussets and how to use your seam ripper, too. This class can go on longer if needed. Also, this class will be offered next year.

How To Fit Your Neck Hole
sewing, costuming
Lord Tempus Peregrinator Ealdormere 1 hour
Sat Aug 3 3:00 PM - 4:00 PM A&S 12
This class is all about the neck opening of any garment. We'll look at the placement and geometry of how the neck hole works and get it to fit well every time. Primarily for keyhole necks, this works for the T-tunic, doublet, bodice, cotehardie, houppelande and even modern shirts.

How To Make Fancy Pants
european
Lord Tempus Peregrinator Ealdormere 1 hour
Sun Aug 4 4:00 PM - 5:00 PM A&S 12
This class is about the construction and wearing of Renaissance pants such as slops, "pumpkin pants," and *pluderhose*. Just what every Landsknecht needs, though it will help with any late period pants. Might talk about the famous Janet Arnold Upsala/Sture *pluderhose* with the "bum" as well as other cool pant stuff.

How to Tie a Turban
middle eastern
Master Cariadoc West 1 hour
Fri Aug 2 12:30 PM - 1:30 PM Middle Eastern
Instruction on how to tie a turban, along with some, but not much, information on period turbans.

Introduction to Hispano-Flemish Men's Clothing
european
Magistra Beatriz Aluares de la Oya Atlantia 1.5 hours
Wed Aug 7 9:00 AM - 10:30 AM A&S 7
A skin-out examination of Spanish men's clothing, 1480-1530. Handouts and previous class slide decks are available at https://spanishseamstress.com/handouts-documentation. Paper copies will not be available.

Introduction to Hispano-Flemish Women's Clothing
european
Magistra Beatriz Aluares de la Oya Atlantia 1.5 hours
Mon Aug 5 1:00 PM - 2:30 PM A&S 7
A skin-out examination of Spanish women's clothing, 1480-1530, and the historical context in which they existed. Handouts and previous class slide decks are available at https://spanishseamstress.com/handouts-documentation. Paper copies will *not* be available.

Irish Woman's Dilemma: What Do I Wear?
beginner, european, irish, clothing
Lady Sorcha Dhocair ingeanUi Ruairc East 2 hours
Sat Aug 3 12:00 PM - 2:00 PM A&S 8
Tue Aug 6 2:00 PM - 4:00 PM A&S 7
Handouts Limit 40 $2.00
Many want to have an Irish persona because Ireland has a rich and interesting history, beautiful music and stories, as well as complex and interesting art. Yet, when I went to try and make my persona more historically accurate in dress, I found a dearth of concrete evidence and little research of the subject. I decided to find as many sources as I could, compile what I found, and try to present a reasonable approximation of what the Irish would have worn throughout our period. This class will give an overview from early to late period on what I believe a typical Irish woman would have worn, as well as provide a list of resources for you to explore on your own.

Leather Embroidery
leather, european, embroidery
Robert of Ferness Aethelmearc 1 hour
Tue Aug 6 8:00 PM - 9:00 PM A&S 3
This evening slideshow presentation covers the instructor's latest and growing compilation of all known embroidered leather objects surviving from c. 400-1600. Shoes form the largest category, but there are also knife sheaths, belt pouches, doublets, gloves, boots, and other kinds of items. Many new items have been added since Pennsic 50.

Lining: Turning It All Right-Side Out
sewing, multiple cultures, costuming
Lord Tempus Peregrinator Ealdormere 2 hours
Wed Aug 7 2:00 PM - 4:00 PM A&S 12
A class about cutting and sewing a lining into any garment and then turning that garment right-side out.

Making Pants 1: The Basics, Design and Sew
costuming, sewing
Lord Tempus Peregrinator Ealdormere 1 hour
Wed Jul 31 1:00 PM - 2:00 PM A&S 12
How to make pants from scratch, starting with how to get the measurements you need ,then how to use them to draft your own pattern. We will finish with how to sew your pants and wear them.

Making Pants 2: How To Make 'Em Fancy
european, costuming, sewing
Lord Tempus Peregrinator Ealdormere 1 hour
Fri Aug 2 3:00 PM - 4:00 PM A&S 12
The construction and wearing of Renaissance pants such as slops, “pumpkin pants,” and *pluderhosen*. Just what every Landsknecht needs, though it will help with any late-period pants. Might talk about the famous Janet Arnold Upsala/Sture *pluderhosen* with the “bum” as well as other cool pant stuff.

Medieval European Veils: Making and Wearing
veil, medieval fashion, filet, wimple, 11th century, 12th century, 13th century, 14th century, hairstyling
Isabella de Waldemar Aethelmearc 1.5 hours
Thu Aug 1 1:00 PM - 2:30 PM A&S 14
Sun Aug 4 1:00 PM - 2:30 PM A&S 14
Handouts Limit 25 $2.00
Materials Limit 25 $2.00 Includes a sample square of linen ($1.75) and a needle ($.25)
The first part of the class will include a pictorial review of the various styles of veils, filets, and wimples worn in Western Europe from 1000 AD - 1400 AD. The second half will cover materials you can use to make your veils, how to put them on, and how to get them to stay on your head. Learn "magic veil stitch" to make your hems tiny and neat on rounded corners.

North African Wrapped Dresses
africa
Doña Maria Beatriz la Mora Atlantia 2 hours
Wed Aug 7 2:00 PM - 4:00 PM A&S 16
Handouts Limit 20 $1.00
We'll cover women's *Maghribi* wrapped dresses, and examine the similarities and differences with other people who wore this style, including Romans, Celts, and Vikings. We will also look at accompanying undergarments and accessories. If you want to be wrapped up before you go, bring 5-6 yards of light linen or cotton fabric, 55-60" wide. You will also need a belt or rope, and two very large safety pins, brooches, or kilt pins. Kilt pins and simple penannular brooches will be available as class materials at $3-5/pair.

One-Piece Shoes
accessories, multiple cultures, shoes, bronze age, iron age, roman
Magistra Agatha Iris An Tir 1 hour
Tue Aug 6 10:00 AM - 11:00 AM A&S 10
Handouts Limit 20 $1.00
Magistra Agatha Iris and Magister Farolfus Filius Richardi will share their research and experiments with one-piece shoes ranging from the Bronze Age through the 5th century. Tips, tricks, and patterns for creating your own shoes will be discussed as well as practical information on wearing these fascinating shoes.

Pillbox *Tarboush* Hat Make-and-Take
accessories, africa
Doña Maria Beatriz la Mora Atlantia 2 hours
Thu Aug 8 2:00 PM - 4:00 PM A&S 16
Materials Limit 20 $30.00 aluminum foil and painter’s tape for patterning, two pieces of contrasting fabric, three needles, pins, a small spool of thread, a pair of shears, and a piece of soap or a pencil stub for fabric marking
Tarboosh, fez, sugarloaf, pillbox: pattern and sew this simple, broadly-attested hat to fit your head and persona. Hat kits include instruction sheets, aluminum foil and painter’s tape for patterning, two pieces of contrasting fabric, three needles, pins, a small spool of thread, a pair of shears, and a piece of soap or a pencil stub for fabric marking. Novice sewer-friendly.

Pins and Brooches and Buttons, Oh, My!
accessories, multiple cultures
Mistress Eirny Thorvaldsdottir Atenveldt 2 hours
Thu Aug 1 2:00 PM - 4:00 PM A&S 13
Mon Aug 5 10:00 AM - 12:00 PM A&S 13
Handouts Limit 20 $4.00
Survey of period clothing closures and how to use them. Covers antiquity to 1600, and all the cultures that I have time for. Includes information on where to purchase these items and how to use them. I will pass around actual closures and demonstrate their use. Bring your questions!
Adults Only! Teens and supervised older children

Renaissance Shirt Anatomy
european, costuming, sewing
Lord Tempus Peregrinator Ealdormere 1 hour
Tue Aug 6 4:00 PM - 5:00 PM A&S 12
How to make shirts in the Renaissance style; how it was originally done as well as a few minor changes to make it easier, faster and fit you better. Renaissance shirts for men women and children, with a minimum of fuss and waste.

Starching and Setting 16th-century Ruffs
clothing, 16th-century
Laureate Abu-Duruz Ibrahim al-Rashid East 2 hours
Sat Aug 3 10:00 AM - 12:00 PM East Kingdom Royal Kitchen
Tue Aug 6 1:00 PM - 3:00 PM East Kingdom Royal Kitchen
Handouts Limit 10 $5.00
Linen neck accessories are one of the distinctive features of late 16th-century western European fashion. From the simplest falling collars to the most elaborate lace ruffs, all of these accessories require the use of starch to create the fashionable shapes and silhouettes. This class will be a demonstration of the process for starching and setting a linen ruff with discussion of other styles of neck accessories, historical practices, as well as modern materials and methods for re-creation.

Sumptuary Laws in 16th-Century England
england, tudor
Lady Laurensa Silverlock Midrealm 1 hour
Wed Aug 7 9:00 AM - 10:00 AM A&S 13
Will look at sumptuary laws in England through the 16th century. Who could wear what, from fabrics to furs, penalties for violation, and how to skirt them.

Tailoring a Supportive Kirtle for 1500's Europe
european, tailoring, sewing, clothing
Mistress Marguerite du Cheneau Atlantia 1.5 hours
Wed Jul 31 3:00 PM - 4:30 PM A&S 18
Tue Aug 6 10:00 AM - 11:30 AM A&S 18
Handouts Limit 20
A step-by-step exploration of how to construct a basic 16th-century women's kirtle using tailoring techniques to achieve a supportive and structured fit. We will discuss materials, stitches, padstitching, interlining, patterns, and more. Examples of kirtles (and their inner structures) will be available to inspect. These techniques can be applied to garments worn by female-presenting individuals throughout Europe in the late-period.

The *Landsknechten*
european, history, clothing
Lord Tempus Peregrinator Ealdormere 1 hour
Thu Aug 8 1:00 PM - 2:00 PM A&S 12
We'll be looking at the rise of the *Landsknechten* and the fashions they wore. How they changed war-play in Europe. This class is mostly history but also a lot about garb.

The Everyday Tudor
european
Lady Laurensa Silverlock Midrealm 1 hour
Wed Aug 7 12:00 PM - 1:00 PM A&S 13
Handouts Limit 10
Takes a look at wills and inventories to examine what clothing and domestic items were owned by the average Tudor/Elizabethan person. Plus, how to use basics and accessories to create a "capsule wardrobe" to take you from the marketplace to feast.

Tying Two On
garb, sleeves, fashion
Domina Helena Katerina del Roero Ealdormere 1 hour
Wed Jul 31 3:00 PM - 4:00 PM A&S 15
Wed Aug 7 2:00 PM - 3:00 PM A&S 14
Handouts Limit 10
During the Middle Ages and Renaissance, sleeves were often a separate item of clothing. This class is an introduction to some of the strategies for attaching separate sleeves.

VA Apron Dress: Create Based on Your Measurements
Lady Amy McAllister Atlantia 2 hours
Fri Aug 2 9:00 AM - 11:00 AM Bog U
Handouts Limit 50
Making a Viking Age Apron dress: This class will teach you how to take your measurements and translate how those measurements transfer to a piece of fabric. The goal is to create an apron dress that is flattering and fits your body type. I will have samples of apron dresses made entirely with hand stitching as well as ones that have been machine stitched with hand finished seams. Prior sewing knowledge is not required, but is helpful. If we have enough time after measurements, I will go over basic sewing skills such as how to identify the grain of the fabric and some simple hand stitches. This class will require you to take measurements of your body and/or be open to having another participant assist you with measuring. You will be provided with a handout to capture your measurements and assist you with breaking down how those measurements will be used to create your garment. I encourage you to bring something to write with, fabric, scissors, needle and thread if you wish to start a garment in class.

Viking Age Clothing: Archeological Evidence
european, clothing, viking, norse
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Sun Aug 4 12:00 PM - 1:00 PM A&S 7
Handouts Limit 50 $5.00
A survey of the major finds of Viking Age clothing, with an emphasis on interpreting the finds to make reasonably accurate reproductions. We will cover Birka, Damendorf, Eura, Hedeby, Mammen, Thorsbjerg, Viborg, & other finds; 45-page handout is available.

Court

Æthelmearc Court
great hall, court, æthelmearc
Meisterin Helena Mutzhasen Aethelmearc 3 hours
Tue Aug 6 5:00 PM - 8:00 PM Great Hall
Court of Their Majesties Murdoch and Rioghnach of Æthelmearc.

Ansteorra Royal Court
court, royals
Duchess Rusti No Kingdom 3 hours
Wed Aug 7 6:00 PM - 9:00 PM Ansteorra Royal: N06
Ansteorra Royal Court, Wednesday, August 7, 2024 - 6 pm - Ansteorra Royal Camp.

Atlantia Royal Court
Baroness Margaret Lad Atlantia 2 hours
Wed Aug 7 6:00 PM - 8:00 PM Great Hall
The Court of Their Royal Majesties Christoph and Adelhait, 6:00 pm EDT in the Great Hall.

Calontir Royal Court
court, royals
Duchess Rusti No Kingdom 2 hours
Thu Aug 8 6:00 PM - 8:00 PM Calontir Royal
Calontir Royal Court - Thursday, August 8, 2024 - 6 pm to 8 pm - Calontir Royal Camp.

Drachenwald Royal Court and PCS Party
court, party
Crown Princess Isabetta del Verde Drachnwald 1.5 hours
Tue Aug 6 5:30 PM - 7:00 PM Drachenwald Royal
Drachenwald will be hosting a PCS party in the Drachenwald Royal Encampment at Pennsic on Tuesday of War Week (Aug. 6th) between 17:30 and 19:00. Anyone at Pennsic who is a member of the Popular Company of Sojourners or has any other past, present or future connection with Drachenwald is welcome to join us. Their Majesties Wiliam and Isabetta will be holding a short court at the beginning of the party.

Ealdormere Royal Court
court, royals
Duchess Rusti No Kingdom 3 hours
Thu Aug 8 6:00 PM - 9:00 PM East Kingdom Battlefield
Ealdormere Royal Court - Thursday, August 8, 2024 - 6 pm - Battlefield, East Kingdom Field Pavilion.

East Kingdom Court
Mistress Raziya bint Rusa East 5 hours
Tue Aug 6 5:30 PM - 10:30 PM East Kingdom Battlefield
The Pennsic Court of their Majesties King Magnus Tindal and King Consort G. Emerson True for the East Kingdom. Come and set up your seats starting at 5:30, court to start at 6:00.

Meridies Royal Court
court, royals
Duchess Rusti No Kingdom 3 hours
Thu Aug 8 6:30 PM - 9:30 PM Meridies Royal
Meridies Royal Court - Thursday, August 8, 2024 - 6:30 pm - Meridies Royal Camp.

Middle Kingdom Court
Boiarynia Katalena Ivaniaia Midrealm 3 hours
Thu Aug 8 6:00 PM - 9:00 PM Middle Kingdom Battlefield Tent
Middle Kingdom Court on the Battlefield in the Middle Kingdom tent. Bring seating.

Northshield Royal Court
court, royals
Duchess Rusti No Kingdom 3 hours
Thu Aug 8 5:00 PM - 8:00 PM Northshield Royal
Northshield Royal Court - Thursday, August 8, 2024 - 5 pm - Northshield Royal Camp.

Trimaris Royal Court
court, royals
Duchess Rusti No Kingdom 3 hours
Thu Aug 8 7:00 PM - 10:00 PM Trimaris Royal
Trimaris Royal Court - Thursday, August 8, 2024 - 7 pm - Trimaris Royal Camp.

Crafts: Miscellaneous

***Cuirboulli* : Water-Hardened Leather Armor**
leather, multiple cultures
Master Cariadoc West 1 hour
Wed Aug 7 4:00 PM - 5:00 PM A&S 4
Handouts Limit 50
How to make armor from vegetable-tanned leather, using hot water.

***Nalbinding* Meet-and-Greet**
nalbinding, fiber arts
Laureate Abu-Duruz Ibrahim al-Rashid East 3 hours
Wed Aug 7 2:00 PM - 5:00 PM Fiber Arts Pavillion - Atlantean Royal
This is some time for those interested in *nalbinding* to meet up, discuss our craft, do some informal teaching or just work on our current project.

***Nalbinding* : Mammen Stitch - Africa & Europe**
nalbinding, egypt, denmark, nubia, germany, sweden, byzantine, islamic era, 10th century, 11th century, 12th century, 14th century
Magistra Sigrid Briansdotter Atlantia 2 hours
Sat Aug 3 12:00 PM - 2:00 PM Fiber Arts Pavillion - Atlantean Royal
Handouts Limit 5 $3.00
Materials Limit 5 $7.00 Handout has diagrams, examples, and links to additional videos to use as reminders. The Materials will include #13 tapestry needle or bent tip darning needle and a ball of Valley Yarns Berkshire Worsted weight yarn in 85% Wool 15% Alpaca.
This will be a course on the thumb-tensioned *nalbinding* stitch commonly known as Mammen,

UOO/UUOO F2. This stitch has been found in finds from many regions and time frames ranging between Byzantine/Islamic Era Egypt, late 10th-century Denmark; 11th-century Nubia & Germany; 12th-century Egypt, and 14th-century Sweden. We will practice the start and initial spiral. Some materials will be available, but I recommend bringing a worsted weight yarn (single ply wool is easiest, but any material of the appropriate weight will do) in a light, but not white, color (you will need to be able to distinguish the loops from each other, so if you cannot see the strands in the ball, you will have difficulties).

Nalbinding **: Simple Looping - All Continents**
nalbinding, needlebinding, knotless netting, looping, mesolithic, neolithic, bronze age, iron age, roman, 12th century, 13th century, 14th century
Magistra Sigrid Briansdotter Atlantia 2 hours
Sat Aug 3 3:00 PM - 5:00 PM Fiber Arts Pavillion - Atlantean Royal
Handouts Limit 10 $3.00
Materials Limit 10 $7.00 Handout will have diagrams and examples. Materials will include a #13 tapestry needle or bent tip darning needle and a ball of worsted weight Universal Yarn Cotton Supreme 100% cotton yarn.
The Simple Looping variant of *nalbinding* is its most basic form. This stitch is found on all occupied continents with finds dating from as early as the Mesolithic Stone Age through the High Middle Ages and into the current day. It produces a structure also used in basketry, needle lace, and embroidery. We will learn to make a round start and the basic increases needed to start a bag or hat as you so desire. This stitch is tensioned by eye.

Pysanky
arts and crafts, arts & sciences, art
Honorable Lady Nichola Beese Aethelmearc 3 hours
Thu Aug 1 10:00 AM - 1:00 PM Guild Mirandola
Wed Aug 7 2:00 PM - 5:00 PM Guild Mirandola
Materials Limit 15 $10.00 Eggs, wax, use of spirit lamps and dyes
Decorate eggs the Ukrainian way with a wax resist technique. Old garb is recommended. **Children 6 and up with adult supervision.**

Amber: Northern Gold
Amber Nightstalker No Kingdom 1 hour
Sun Aug 4 10:00 AM - 11:00 AM A&S 10
Wed Aug 7 10:00 AM - 11:00 AM A&S 10
Handouts Limit 25
Materials Limit 25 $5.00 raw amberpolishing materials
Amber has played an important part in history. It was sought after not only for decoration, but also used as a talisman or amulet, used medicinally to treat a variety of ailments, and used as currency for trade. Participants will be taught how to take a piece of raw amber and begin to shape and polish it to bring out the natural unique qualities of each piece of history. While you are busy shaping away, there will be a casual discussion on historical and mythical relevance.

Angora Rabbits in the SCA
angora rabbit, yarn, spinning, fiber arts, animal husbandry
Philippi Midrealm 1 hour
Fri Aug 2 9:00 AM - 10:00 AM A&S 8
Angora-curious and/or yarn obsessed individuals are welcome in this advanced animal husbandry class focusing in on the Angora Rabbit. Topics in husbandry will include the history of rabbit breeding in Europe to North Africa and theories on the origins of Angoras, plus how to be a SCAdian Angora Rabbit Breeder today.
Yarn Topics: purchasing and breeding rabbits for fiber, fiber quality analysis, how to find and love your local fiber mill, and the building of an Angora yarn. See and feel award-winning yarns, garments, and fiber from the top bunnies in the world, and hopefully meet other fiber artists that have a passion for these small yet amazing animals as we build an Angora community within the SCA.

Beaded Flowers 1: Rose
beads, european
Lady B'Gen Van der Sterren Midrealm 2 hours
Wed Jul 31 9:00 AM - 11:00 AM A&S 18
Mon Aug 5 9:00 AM - 11:00 AM A&S 18
Handouts Limit 50
Materials Limit 25 $2.00 beads, wire, yarn
Make a miniature rose in the style of beaded flowers of 16th-century Venice. If you have needle-nosed pliers/wire cutters, please bring them to class. **Not recommended for youth.**

Beaded Flowers 3: Primrose
beads, european
Lady B'Gen Van der Sterren Midrealm 2 hours
Thu Aug 1 9:00 AM - 11:00 AM A&S 18
Handouts Limit 50
Materials Limit 20 $2.00 beads, wire, yarn
Make a primrose in the style of beaded flowers of 16th-century Venice. If you have needle-nosed pliers/wire cutters, please bring them to class. **Not recommended for youth.** Take the Rose class first; this is a more advanced technique.

Beaded Flowers 5: Sunflower
beads, european
Lady B'Gen Van der Sterren Midrealm 3 hours
Wed Aug 7 9:00 AM - 12:00 PM A&S 11
Handouts Limit 50
Materials Limit 15 $2.00 beads, wire, yarn
Make a sunflower in the style of beaded flowers of 16th-century Venice. If you have needle-nose pliers/wire cutters, please bring them to class. **Not recommended for youth.** Take the rose class first; this is a more advanced technique.

Beginner Knitting
other
Maestra Amanita Villarosa Midrealm 2 hours
Wed Jul 31 3:00 PM - 5:00 PM A&S 1
Materials Limit 10 $6.00 $3 - needles$3-yarn
Learn how to cast on, knit, purl, and cast off. Feel free to bring your own needles and yarn.

Beginning Knitting
knitting, teen, teenu
THL Ceindrech verch Elidir Aethelmearc 2 hours
Mon Aug 5 1:00 PM - 3:00 PM A&S 6
Handouts Limit 20
Materials Limit 20
Beginning knitting, or help with next steps if you can already do a little. I'll bring lots of yarn and various needles - free to anyone who comes and wants to keep them.

Better Blockprinting For Beginners
paper, european
Dame Fredeburg von Katzenellenbogen Aethelmearc 1 hour
Sat Aug 3 2:00 PM - 3:00 PM A&S 10
Tue Aug 6 9:00 AM - 10:00 AM A&S 10
Materials Limit 20 $2.00 ink, disposable brayers and palette paper, paper and fabric
European-style blockprinting on fabric and paper using blocks of various materials. Printed fabric was used for clothing, wall hangings, tablecloths, etc. This hands-on class will start with a discussion of historical techniques and printing with both period and modern materials. The main focus of the class will be on printing with provided blocks.

Block Printing 101
Baroness Amani Masha'al al-Sabti al-Dul Midrealm 2 hours
Thu Aug 1 1:00 PM - 3:00 PM Silvertree Souq 98 merchant
Tue Aug 6 1:00 PM - 3:00 PM Silvertree Souq 98 merchant
Materials Limit 10 $2.00 Ink, paint, fabric, brushes, cleaning supplies
I will have supplies for students to learn the fundamentals of blockprinting, using silk, linen, and cotton with acrylic paint. Lots of tips and knowledge to share!

Build Your Own Catapult and Target
Laura East 1 hour
Thu Aug 1 2:00 PM - 3:00 PM Family Point 1
Sun Aug 4 11:00 AM - 12:00 PM Family Point 2
Have you ever wanted to build your own catapult? Observe and discuss the function of different models of catapults, then use various materials (straws, spoons, Popsicle sticks, rubber bands, tape, cups, etc.) to construct your own catapult and target, and finally test the distance your catapult will launch cotton balls. You can keep your catapult and target!

Cables for Intermediate Knitters
Lady Mór Cille Caindigh East 1 hour
Mon Aug 5 10:00 AM - 11:00 AM A&S 1
Materials Limit 6 $5.00 Handout, 2 knitting needles, 1 cable needle and yarn
This class will open the door to the basic principles of cable knitting, including how to read cabling patterns. We will have a chance to practice by starting a simple head band which you can finish at your leisure. I hope this class will entice you to look for ways to integrate cables in your future knitting projects.

Canvas Sheet Wall Painting and Other Techniques
canvas painting Gregor de Mere Aethelmearc 1 hour
Fri Aug 2 11:00 AM - 12:00 PM Bog U
Handouts Limit 20
Demonstrations of materials and tools to use to create artwork for your sheet walls or tent. Includes using acrylic and oil paints, shellac, faux gold leaf, varnishes and glazes etc. There will also be demos of faux stone techniques using foam board, simple wood graining, rust and patina.

Crafters' Green at Midrealm Royal
crafters green, open to all, a&s, arts & sciences, all are welcome
Countess Serena Kimbalwyke Midrealm 4 hours
Mon Jul 29 11:00 AM - 3:00 PM Midrealm Royal
Tue Jul 30 11:00 AM - 3:00 PM Midrealm Royal
Wed Jul 31 11:00 AM - 3:00 PM Midrealm Royal
Thu Aug 1 11:00 AM - 3:00 PM Midrealm Royal
Fri Aug 2 11:00 AM - 3:00 PM Midrealm Royal
Mon Aug 5 11:00 AM - 3:00 PM Midrealm Royal
Their Royal Majesties of the Midrealm, Tsar Ivan and Tsaritsa Katalena, will proudly sponsor a Crafters' Green at Pennsic War 51. This activity is open to all artisans from all Kingdoms!
The Crafters' Green is a place where artisans can come to work on their projects with other artisans. It is also a great place for the populace to observe the working artisans and geek out with them about Arts and Sciences.
The Crafters' Green will be held at Midrealm Royal encampment where tables, chairs, water, and lemonade will be provided. (Please bring your own mug!) No need to sign up, but table space is on a first-come, first-served basis. There is shade available for most of the day as well. In case of inclement weather, the Crafters' Green will be held in the big tent at Midrealm Royal Encampment.
Please join us on these dates at Midrealm Royal Encampment from 11am to 3pm:
Monday, July 29
Tuesday, July 30
Wednesday, July 31
Thursday, August 1
Friday, August 2
Monday, August 5
If you have questions about the Crafters' Green, please feel free to contact me here on Facebook or at serenasbugs<at>gmail<dot>com. Or visit this link for an info and FAQ document: https://tinyurl.com/Craftpersons-Green-Info
Thank you for your interest in the Crafters' Green! I hope to see you there!
Countess Serena Kimbalwyke
Pennsic 51 Crafters' Green Coordinator

Designing and Carving Blocks for Fabric Printing
european
Dame Fredeburg von Katzenellenbogen Aethelmearc 1 hour
Mon Aug 5 9:00 AM - 10:00 AM A&S 10
Materials Limit 15 $3.00 different materials for blocks
We will discuss historical designs and patterns, how to design your own based on these, and then learn how to carve blocks. Techniques will include historical methods as well as modern materials which can be substituted. Directions on printing will be touched on, but we will not be printing in class.

EK Day at Family Point: Dip Candles
european
Baroness Hugoline the Delicate East 1 hour
Thu Aug 8 1:00 PM - 2:00 PM Family Point 1
Participants will make dip candles at Family Point. Parental help is strongly encouraged for all youth five and under.

EK Day at Family Point: Kites!
Baroness Hugoline the Delicate East 1 hour
Thu Aug 8 3:00 PM - 4:00 PM Family Point 1
Handouts Limit 25
Materials Limit 25
Each participant will leave this class with a diamond kite!

Finding and Processing Materials for Period Arrows
archery, arrow making, forestry
Forester Eirik Gralokkr Atlantia 2 hours
Wed Jul 31 2:00 PM - 4:00 PM A&S 4
Handouts Limit 12 $2.00
Materials Limit 12 $3.00 Raw materials (shafts, feathers) for class use, provided at cost.
Everything one needs to make period arrows can be found in nature, but it helps to know what to look for. In this class I combine Forestry and Archery with a focus on finding and processing bamboo/cane and coppiced wood as materials for arrow shafts, and wild or domestic turkey feathers as fletching. I'll show examples of these materials and finished arrows made from them, then demonstrate how to process and straighten shafts and how to peel, apply, and trim feathers with hands-on practice. Time permitting, I'll also describe various ways to construct nocks and talk about making metal or bone points.

Henna for Skin Mixology and Application
multiple cultures
THL Ghazalah al-Badriyyah East 1 hour
Wed Jul 31 10:00 AM - 11:00 AM A&S 14
Handouts Limit 20 $0.50
Learn how to find good, safe henna and get a proven and flexible recipe you can tailor to suit your needs. Seeing someone else mix their own henna was the thing that made it finally "click" for me, so we will make up a batch during class.

Henna History
multiple cultures
THL Ghazalah al-Badriyyah East 1 hour
Thu Aug 1 10:00 AM - 11:00 AM A&S 7
Handouts Limit 5 $10.00
We'll discuss the multicultural history of henna as used for hair, cloth dye, and for body art.

Henna Party
arts, party, middle eastern, multiple cultures
THL Ghazalah al-Badriyyah East 1 hour
Tue Jul 30 10:00 AM - 11:00 AM A&S 10
Materials Limit 25 $5.00 a starter cone of fresh henna paste. If you are allergic to lavender, apples, tea tree, or lemongrass, PLEASE contact the teacher ahead of time so I can make some that you can use.
In henna-using cultures, people always henna themselves and each other for celebrations. Bring your own all-natural henna paste, or buy a fresh cone from the teacher, and draw on yourselves and each other, guided by a professional henna artist who originally learned henna herself at Pennsic 22. *If you are allergic to lavender, apples, tea tree, or lemongrass,* **please** contact the teacher ahead of time so I can make some that you can use.

How to Make a Quilt from Your Pennsic T-shirts
quilt
Mistress Rowena ni Dhonnchaidh Aethelmearc 1 hour
Wed Jul 31 9:00 AM - 10:00 AM A&S 13
Tue Aug 6 9:00 AM - 10:00 AM A&S 13
I started trying to save my favorite Pennsic 25 t-shirt and, over 6 years, figured out how to make my Pennsic t-shirt collection into a quilt. Let me save you the "learning experience" I had, as I will share with you the tips to do this in a fairly easy way. I will show you the steps with the pieces of the next one.

Idea Generation for A&S
Sazia de Sarro Midrealm 1 hour
Wed Jul 31 2:00 PM - 3:00 PM A&S 3
Wed Aug 7 11:00 AM - 12:00 PM A&S 3
Handouts Limit 20 $1.00
How does one get ideas for the different arts and sciences competition? Come learn a simple idea generation technique to help you make your work yours!

Intermediate Nalbinding: *Dalarna* Stitch
nalbinding, fiber arts
Mistress Ose Silverhair East 1.5 hours
Thu Aug 1 10:00 AM - 11:30 AM A&S 13
Mon Aug 5 12:00 PM - 1:30 PM A&S 15
Handouts Limit 6
Students must be comfortable with at least one stitch, such as Oslo or York. *Dalarna* stitch creates a dense fabric with insulating loops on the inside, perfect for hats or mittens. The two sides look very different, which makes it fun for contrasting cuffs or brims. It can be a little fiddly to start but works up quickly once the pattern is established. We will work both an open start (such as a mitten cuff) and a closed start (such as the top of a hat). Yarn and needles will be available in case you have forgotten yours.

Introduction to Islamic Bookbinding
bookbinding, bookmaking
Honorable Lady Melike bint Nikola Midrealm 1.5 hours
Tue Aug 6 5:00 PM - 6:30 PM A&S 8
Embark on a fascinating journey into the exquisite art of Islamic bookbinding. Participants will delve into the fundamentals of bookbinding terminology, gain insight into the significance of written language in Islamic cultures, and delve into the intricacies of crafting a 15th-century Islamic-style book.
Adults Only! Not suitable for anyone under 16.

Japanese Stab Book Binding

books, far eastern
Lord Tw Aethelmearc 1 hour
Mon Jul 29 10:00 AM - 11:00 AM Livonia Smithery
Tue Jul 30 10:00 AM - 11:00 AM Livonia Smithery
Wed Jul 31 10:00 AM - 11:00 AM Livonia Smithery
Thu Aug 1 10:00 AM - 11:00 AM Livonia Smithery
Fri Aug 2 10:00 AM - 11:00 AM Livonia Smithery
Sat Aug 3 10:00 AM - 11:00 AM Livonia Smithery
Sun Aug 4 10:00 AM - 11:00 AM Livonia Smithery
Mon Aug 5 10:00 AM - 11:00 AM Livonia Smithery
Tue Aug 6 10:00 AM - 11:00 AM Livonia Smithery
Wed Aug 7 10:00 AM - 11:00 AM Livonia Smithery
Thu Aug 8 10:00 AM - 11:00 AM Livonia Smithery
Fri Aug 9 10:00 AM - 11:00 AM Livonia Smithery
Materials Limit 12 $5.00 Materials/ paper

Assemble your own book with Japanese stab book binding. Learn this simple but elegant book binding style in an hour.

Adults Only! I am teaching in my merchant space, and I don't have a second adult. I don't like having unattended children in my classes

Known World Parchment Workshop

scribal
Honorable Lady Nichola Beese Aethelmearc 5 hours
Sun Aug 4 10:00 AM - 3:00 PM Æthelmearc 3
Tue Aug 6 10:00 AM - 3:00 PM Æthelmearc 3

Watch and/or try your hand at the millenia-old process of making parchment. This workshop will cover all steps of the process, from de-hairing and scudding, through scraping and stretching, to sanding and even dyeing with period-accurate inks.

Life-Sized Cardboard Castle Building

Laura East 2 hours
Tue Jul 30 1:00 PM - 3:00 PM Family Games

Children will discuss castles throughout history and their features, and then as a group, build one or more kid-sized castles using cardboard boxes.

Make-and-Take SCA Memory Boxes

Laura East 1 hour
Wed Jul 31 11:00 AM - 12:00 PM Family Point 2

Using shoe boxes for younger children (3+ are welcome!) and tissue boxes for older children, decorate and take your own SCA memory boxes. Kids will be given stickers and other art supplies to decorate their boxes and can also draw or write down memories from Pennsic 50. These boxes can be filled through the year and brought back next year to talk about what they have done while making a new box.

Open Knitting Circle

Maestra Amanita Villarosa Midrealm 2 hours
Thu Aug 1 10:00 AM - 12:00 PM A&S 1

Stuck on a project? Need help understanding a pattern or just want to knit and chat with others? Come and join a knitter's circle.

Paper Lantern Making

lantern, paper lantern
Perrin Mansfield Atlantia 1 hour
Mon Aug 5 4:00 PM - 5:00 PM A&S 10
Handouts Limit 20
Materials Limit 20 $5.00 Paper, glue, brushes, wire, 6 foot tall bamboo sticks, LED mini candles, misc. supplies

Let's see more lanterns at Pennsic! In this hands-on workshop, you will make a hanging paper lantern with your choices of colors, textures and imagery. Beginner level will be taught, advanced level will be discussed. Please note: lanterns need to dry overnight but will be ready to hang and use by the second day. LED mini-candles will be available for safety. Bring pliers, wire cutters and wire coat hanger, if possible.

Period Japanese Paper Folding

japan, japanese, paper, arts and crafts, crafts
Daunt Iago ab Adam An Tir 1 hour
Fri Aug 2 10:00 AM - 11:00 AM A&S 12
Handouts Limit 20
Materials Limit 50

Origami has a long history, but much of it is post-period. In this class you'll learn the early origins of representational paper folding, and learn to fold four period models: *noshi* (decorative wrapping), *mecho* and *ocho* (butterflies), and *orizuru* (crane)

Rose Bead-Making Workshop

beads, rose, prayer beads, rose beads
Perrin Mansfield Atlantia 1 hour
Fri Aug 2 4:00 PM - 5:00 PM A&S 10
Handouts Limit 20 $1.00
Materials Limit 20 $4.00 $5 for making copies, roses, rosewater, rubber gloves, bags, toothpicks, soap, and other supplies needed for this project.

Ever wonder what to do with your leftover, dried roses? Make beads with them! In this hands-on workshop, you will explore the ancient art of making fragrant beads from dried roses. It is easier than you think. Beads can be strung as prayer beads or worn as a necklace. Various techniques will be taught, and each participant will make 8-10 beads to keep. Please note that beads may take 5-7 days to dry completely, but once they are 100% dry, they will last indefinitely.

Secret Codes and Hidden Messages

Laura East 1 hour
Fri Aug 2 2:00 PM - 3:00 PM Family Point 1

Students will learn how to code and de-code secret messages using various encryption tools like Caesar's ciphers and *scytales* (wrapping the message around a rod). Students will make and can keep their own decoding tools.

Sewing Basics: A Practical Practicum (Teen U.)

hand-sewing, beginner, teen, basics, sewing
Angharad verch Morgan Aethelmearc 1.5 hours
Thu Aug 1 11:00 AM - 12:30 PM A&S 6
Tue Aug 6 11:00 AM - 12:30 PM A&S 6
Handouts Limit 10 $1.00
Materials Limit 10 $5.00 No fee is required, but a small donation to cover the costs of the fabric and sewing kits is welcomed.

In this class, through the construction of a simple belt pouch, we will practice several useful hand-stitches. This class will cover the basting stitch, running stitch, back stitch, and whip stitch. We will also explore the practical side of pattern drafting, cutting, and assembly. Students may bring their own sewing kit and fabric (a quarter yard is more than enough), or use the materials provided in class. There is no fee for this class--the fee is a suggestion only--but a small donation for materials is appreciated. (Teen University)

Soap Making

Aediva of Cratorne Aethelmearc 2 hours
Fri Aug 2 11:00 AM - 1:00 PM A&S 4
Handouts Limit 10 $1.00
Materials Limit 10 $3.00 Lard, goat milk, oils, herbs

Make soap from lard and goat's milk. **Adult only; use of lye.**

Adults Only! Use of lye

Survey of African Nalbinding

africa, egypt, nalbinding, roman, ptolemaic, mali, sudan, nubia, kongo, 12th century, 11th century, 15th century
Magistra Sigrid Briansdotter Atlantia 1 hour
Tue Aug 6 11:00 AM - 12:00 PM A&S 16

While we may tend to think of *nalbinding* as a Viking craft, in fact there are very few Viking Era nalbound artifacts. In contrast, Africa gives a wide variety of nalbound artifacts using many different stitches covering over 2,000 years. We will explore the nalbinding of Egypt from the Ptolemaic and Roman Eras through to the 11th/12th century. We will also look at examples ranging from those in Mali to Nubia and Kongo before touching on where we can still find traditional nalbinding practiced today.

Thread Wrapped Buttons with Bess!

buttons, button making, handicraft, garments, sewing, hand-sewing, late period, arts and crafts
THLady Lisabetta de Rossi Aethelmearc 1 hour
Tue Jul 30 10:00 AM - 11:00 AM A&S 12
Handouts Limit 10

Thread-wrapped buttons are a great finishing touch to a garment that can really set the whole thing off and add that extra detail! I'll take you through a brief history with examples in art and extant garments, show several finished examples, and offer a demonstration that will set you up with the core skills to build your own buttons. We'll focus on the two core approaches I take to make a whole variety of finished results. The opportunity to try out for yourself will be available to you with a take-home that we'll start - but probably not finish - in class! I will have an email sign-up, should you wish to have access to the google doc handout.

Wet and Needle-Felting: From Bronze Age to Present

crafts, wool
Elizabeth East 2 hours
Sat Aug 3 11:00 AM - 1:00 PM A&S 5
Mon Aug 5 11:00 AM - 1:00 PM A&S 5
Handouts Limit 25
Materials Limit 15 $5.00 Wool, needles.

Combine very old and very new techniques to make an adorable mushroom. We'll talk a bit about the history of felting, how similar techniques can be turned to artistic or practical means, and why Catholic saints are involved. This is a make-and-take class suitable for 10+ with supervision (under 16 supervision is recommended). We will be working with sharp

needles.

Wood Block Stamping and Stenciling on Fabric
Mistress Tatiana Marana Melville Northshield
3 hours
Tue Aug 6 9:00 AM - 12:00 PM A&S 11
Materials Limit 15 $20.00 Each kit will include a woodblock stamp, a stencil, a piece of fabric, a felt base to work on, and plates as palettes. All of these are for the students to keep. Paint and other supplies to share will be provided in class.
Using woodblock stamps to print on fabric is hundreds of years old and is period for the SCA time frame. The class will have a discussion on the history of the craft and the handout will include a timeline and detailed instructions on how to print on fabric. This is a hands-on class. Come on out and learn how to enhance anything that is fabric.

Dance: European

"Bob and Joan" or "Bobbing Joe"
16th-century english, english country dance, european dance
Duchessa Diana Alene Tregirtse East 1.5 hours
Thu Aug 1 11:00 AM - 12:30 PM Dance
We will learn a closed-set version of each dance and then see how it is adapted to longways mode as in the original instructions. We will compare the differences between the *Lovelace* version (1620) and the *1st Edition Playford Version* (1651).

Barriera da Il Ballarino
Mistress Rebecca da Firenze West 1 hour
Tue Aug 6 1:00 PM - 2:00 PM Dance
Come learn a charming *balletto* in the form of fighting at the barriers! Opportunities to slap your partner's hands included (but only when the dance says to!) Dancers of all ages welcome. Intermediate to advanced; if you're familiar with 16th-century Italian steps, or very familiar with another dance style, you should be fine.

***Bransle* Training**
european dance
THL Darius the Dancer Ealdormere 1 hour
Wed Jul 31 2:00 PM - 3:00 PM Dance
Mon Aug 5 2:00 PM - 3:00 PM Dance
Want to master some of the trickier *bransles* like *Charlotte*, *Aridan*, and *War*? We'll break them down and practice them piece by piece. (Fairly beginner-friendly but some dance experience preferred.)

Contrapasso da Farsi in Ruota
european, 16th-century italian, all ages welcome
Mistress Rebecca da Firenze West 1 hour
Thu Aug 1 2:00 PM - 3:00 PM Dance
Come learn *Contrapasso da Farsi in Ruota*, a lovely *ballo* from *Nobiltà* in the style of earlier *contrapassi*. Dancers of all ages welcome. Prior dance experience helpful but not required; we will be teaching steps. If we finish early, I will also teach *Villanella*.

Coranto d'Espagne
european dance
Duchessa Diana Alene Tregirtse East 1 hour
Mon Aug 5 11:00 AM - 12:00 PM Dance
The *Coranto d'Espagne* (1565) is the only known complete choreography for this dance style. Like the Elizabethan *Almans*, it contains many figures that are used in the developing ECD repertoire. Also, lots of fun!

Furioso all'Italiana
european
Mistress Rebecca da Firenze West 1.5 hours
Mon Aug 5 4:00 PM - 5:30 PM Dance
Come learn *Furioso all'Italiana*, an elegant and elaborate 16th-century Italian dance for sets of three couples. Dancers of all ages welcome. This is an advanced class.

La Graziosa
european dance
Duchessa Diana Alene Tregirtse East 1 hour
Fri Aug 2 11:00 AM - 12:00 PM Dance
This dance by Giorgio uses the music of Guglielmo's *Grazioso*, to create a new dance for three. It contains many features of the late 15th-C steps and figures developed around 1480.

Whirligig
european dance, english country dance
Ariana de Gallo No Kingdom 1 hour
Wed Jul 31 1:00 PM - 2:00 PM Dance
This is a slightly more advanced English Country Dance, but beginners are welcome to join!

16th-Century Italian: Diamond Dances
Master James Blackcloak Ealdormere 1 hour
Wed Aug 7 4:00 PM - 5:00 PM Dance
Come learn two dances from Cesare Negri's manuscript *Le Gratie d'Amore*. Dances taught will be *Bizzarria D'Amore* and *Lo Spagnoletto*.

A Flirty Foursome: *Legiadra*
european
Countess Judith de Northumbria West 1 hour
Wed Jul 31 11:00 AM - 12:00 PM Dance
This elegant dance for four allows lots of opportunities to interact with both your partner and your opposite! Intermediate/advanced.

A Fun Threesome: *Belfiore*
european
Countess Judith de Northumbria West 1 hour
Thu Aug 8 12:00 PM - 1:00 PM Dance
Come learn a sassy 15th-century threesome, *Belfiore*, a popular, highly entertaining dance! All levels welcome!

A Silly Skirmish for Five: *Verceppe*
european
Countess Judith de Northumbria West 2 hours
Wed Jul 31 4:00 PM - 6:00 PM Dance
Come learn this fun dance, an original, danced battle between the sexes from the 15th century. For intermediate/advanced dancers, or adventuresome ones.

Advanced English Country Dance
Master James Blackcloak Ealdormere 1 hour
Tue Aug 6 2:00 PM - 3:00 PM Dance
Come learn some more complicated English Country Dances. Dances may include *Dull Sir John, Newcastle*, and *Faine I Would*.

All Ages: *Bransles* and More!
european
Mistress Rebecca da Firenze West 1 hour
Thu Aug 1 10:00 AM - 11:00 AM Dance
It's never too early to learn to dance! Come learn dances fun for all ages. This class will have a focus on *bransles*, both miming and tangle, but will include other dances as time allows. Parents are welcome and, indeed, encouraged to attend; teaching will be quick and not fussy, but you will learn dances you can do at the balls!

All Ages: Whatever Darius Feels Like Teaching
european dance
THL Darius the Dancer Ealdormere 1 hour
Wed Jul 31 10:00 AM - 11:00 AM Dance
Fri Aug 2 10:00 AM - 11:00 AM Dance
The title says it all! We'll see who we've got and have some fun dancing! (Beginner Oriented)

All In for *Almains*
european dance
Barbetta de Berkeley Midrealm 1 hour
Wed Aug 7 12:00 PM - 1:00 PM Dance
If you can walk or move forward you can dance an *Almain*! No partner needed and no previous dance experience necessary. Come learn about this type of dance and practice a few different *Almains* with us as they might have been danced in the later SCA period.

All in the *Bransle*
european
Dame Sciath ingen Chaennaig Ealdormere 1 hour
Tue Jul 30 12:00 PM - 1:00 PM Dance
This class will introduce students to various forms of the *bransle* dance. This dance form does involve some jumping and movement.

An Enchanted Picnic
european
Countess Judith de Northumbria West 2 hours
Tue Aug 6 4:00 PM - 6:00 PM Dance
Shed the shackles of modernity and join us for an enchanted afternoon of dancing, dining, story telling, singing, conversation -- all in persona! This gathering shall be reminiscent of the picnics and noble gatherings described in works such as the *Decameron* and the *Book of the Courtier*. Whether or not you have a fully developed persona, come partake in a magical afternoon. If you like, come prepared with a period-style story to tell, song to sing, dance to do or share. We shall even have the pleasure of soloist musician Meister Albrecht Catsprey to play for us!

Backing Up and Getting Confused (ECD)
english country dance
THL Darius the Dancer Ealdormere 2 hours
Wed Aug 7 1:00 PM - 3:00 PM Dance
English Country Dances: Teaching a few dances properly, then trying them to the wrong music. (*Chestnut, Scotch Cap*, and likely *Heart's Ease* and/or *Cuckolds All a Row*)

Ball Prep: Choral Ball
Master James Blackcloak Ealdormere 1 hour
Mon Aug 5 12:00 PM - 1:00 PM Dance
The Choral Ball has quite a few dances that will be unfamiliar to many dancers, so this is the chance to learn some. All skill levels are welcome.

Ball Set Up
Pennsic Euro Dance Staff No Kingdom 1 hour
Thu Aug 1 8:00 PM - 9:00 PM Dance
Fri Aug 2 8:00 PM - 9:00 PM Dance
Sat Aug 3 7:00 PM - 8:00 PM Dance
Sun Aug 4 8:00 PM - 9:00 PM Dance
Mon Aug 5 8:00 PM - 9:00 PM Dance
Tue Aug 6 7:00 PM - 8:00 PM Dance
Wed Aug 7 8:00 PM - 9:00 PM Dance
Thu Aug 8 8:00 PM - 9:00 PM Dance
This time is reserved for the night's ball leaders to set up the dance tent for their ball. Ball leaders can decorate, set out refreshments, or set up flyers for the set list during this time.

Beginner 15th-Century English Dances
european
Countess Judith de Northumbria West 1 hour
Wed Aug 7 11:00 AM - 12:00 PM Dance
Fun for beginner dancers! Different versions of the fun 15th-C English dances *Oringe* & *Grene Gynger*. All footwork taught; suited for all levels!

Beginner Dance Drills: Improving Your Dancing
european
Countess Judith de Northumbria West 1 hour
Sat Aug 3 3:00 PM - 4:00 PM Dance
Mon Aug 5 3:00 PM - 4:00 PM Dance
Are you a beginning dancer and want to better understand footwork while improving balance and endurance? Dancers should know singles and doubles. This class will do all that and more!

Beginner Dance for Families
european, european dance, family friendly
Richard de Troyes East 1 hour
Sat Aug 3 10:00 AM - 11:00 AM Dance
Some simple steps and dances will be taught to introduce children of all ages and their families to period European dancing. No experience needed. All youth must be accompanied by a responsible adult.

Beginner Dance: *Bransles*
european
Mistress Rebecca da Firenze West 1 hour
Wed Aug 7 5:00 PM - 6:00 PM Dance
Come join us for some simple fun! No partner needed. We will be focusing on staple *bransles* like *Charlotte, War* and *Scottish* (actually two *bransles* strung together!).

Beginner Dance: *Burgundian*
european
Mistress Rebecca da Firenze West 1 hour
Sun Aug 4 4:00 PM - 5:00 PM Dance
Learn slow, simple and elegant dances from the Court of the Dukes of Burgundy! Beginners welcome, all ages welcome. We will be doing *Danse de Cleves* and *Franchoise Nouvelle*.

Beginner Dance: *Inns of Court*
european
Mistress Rebecca da Firenze West 1 hour
Thu Aug 8 4:00 PM - 5:00 PM Middle Eastern
The *Inns of Court*, where lawyers trained and required their students to learn social graces such as a specific set of dances. Come learn some of the highlights from that set. Very easy; these were intended for law students, but are pleasant, relaxing dances, often with lovely music, and excellent for talking to your partner. We will teach *Black Alman*, the *Lorayne Alman*, and the *Queen's Alman*.

Beginner Dance: *Petits Vriens* Two Ways!
european
Countess Judith de Northumbria West 1 hour
Thu Aug 1 3:00 PM - 4:00 PM Dance
Come try two different versions of *Petits Vriens*, one for three people and the other for three couples! All levels welcome and catered to!

Beginner Dance: 15th-Century Italian
european, european dance
Richard de Troyes East 1 hour
Wed Jul 31 3:00 PM - 4:00 PM Dance
Don't be afraid of period Italian dancing. The steps and patterns for several dances you are likely to encounter at any ball will be taught. These include *Amoroso, Petit Vriens*, and *Petite Rose*. This is a good introduction to SCA dancing, which is a fun and sociable activity!

Beginner Dance: English Country
european, english country dance, european dance
Richard de Troyes East 1 hour
Tue Jul 30 3:00 PM - 4:00 PM Dance
Are you able to walk, possibly in time to some music? Then you should be able to do English Country Dance. The steps and patterns for some dances you are likely to encounter at any SCA ball will be taught. these will include *Gathering Peasecods, Rufty Tufty*, and *Heart's Ease*.

Beginner Dance: Slow and Flirtatious *Bassadanza*
european
Countess Judith de Northumbria West 1 hour
Tue Jul 30 11:00 AM - 12:00 PM Dance
A beginner-level *bassadanza* - the "Queen of the Dance" - composed by Lorenzo de' Medici. All footwork and rhythms to be taught. No dance experience required!

Beginners' Ball Practice
dancers, english country dance, european dance, beginner
Duchessa Diana Alene Tregirtse East 1 hour
Sat Aug 3 11:00 AM - 12:00 PM Dance
Review some English Country Dances, 15th Century Italian Dances, Arbeau *Bransles*, and Elizabethan *Almans* which will be in the Beginners' Ball. Not a requirement to attending the Ball. Everything will be taught at the Ball itself but it's a great dance to get started with learning Renaissance Dance. All ages are welcome.

Circle Dances
english country dance, european dance
Lady Patricia of Trakai Atlantia 1 hour
Fri Aug 2 4:00 PM - 5:00 PM Dance
Let's dance in a circle! In this class you will learn *Sellinger's Round, Gathering Peascods, Jenny Pluck Pears*, and some *bransles* as time allows. These dances are very popular in the SCA and also lots of fun. You don't need to bring a partner.

Dance Floor Break-Down
european
Pennsic Euro Dance Staff No Kingdom 3 hours
Fri Aug 9 9:00 AM - 12:00 PM Dance
Please come and help us break down the dance floor. The floor is an amazing resource that lets us dance all throughout War safely and happily. If you can't come at 9 am, please do drop by later!

Dance Tent Set-Up
european
Pennsic Euro Dance Staff No Kingdom 3 hours
Mon Jul 29 12:00 PM - 3:00 PM Dance
Come out and help us set up the European Dance Pavilion. We will be assembling the benches and band shell as well as other similar tasks.

Dances for One Couple
european dance
Sarah le Payller East 1 hour
Sat Aug 3 12:00 PM - 1:00 PM Dance
Dances for two people (one couple). What to dance when you don't have a lot of people? We might cover *Black Alman, Ly Bens, Rostiboli*, or *Green Ginger*.

Dances for Tonight's Early Bird Ball
european
Baroness Gwenllyen the Minstrel Midrealm 1 hour
Thu Aug 1 1:00 PM - 2:00 PM Dance
Learn some of the dances for the Early Bird Ball. Requests will be taken during the class.

Dances for Tonight's English Revel
THL Sonya Flicker (Patches) Atlantia 1 hour
Sun Aug 4 3:00 PM - 4:00 PM Dance
Learn dances for tonight's English Revel. Partners not needed.

English Country: *Step Stately*
THL Sonya Flicker (Patches) Atlantia 1 hour
Sat Aug 3 4:00 PM - 5:00 PM Dance
Learn an advanced English Country Dance: *Step Stately*. You should know basic English Country steps for this dance.

English Country: *St Martins* & *Parson's Farewell*
THL Sonya Flicker (Patches) Atlantia 1 hour
Sun Aug 4 2:00 PM - 3:00 PM Dance
Learn two advanced English Country dances: *Saint Martin's* and *Parson's Farewell*. These dances are unique and fun.

English Revel
Pennsic Euro Dance Staff No Kingdom 3 hours
Sun Aug 4 9:00 PM - 12:00 AM Dance
Join us for an English Revel. We will dance the dances of England including *Inns of the Court* and *English Country Dances*. There will be simple dances for beginners as well as more advanced dances for seasoned dancers. Partners not necessary.

European Dance Floor Testing Class
european dance
THL Darius the Dancer Ealdormere 1 hour
Fri Aug 2 4:00 PM - 5:00 PM Middle Eastern
We want to try out the ME Tent dance floor by playing around with different European styles. Thinking about changing the type of dance floor in the European dance tent in future.

Fun 15th-Century Set Dances: *Pizochara*
european
Countess Judith de Northumbria West 1 hour
Tue Jul 30 5:00 PM - 6:00 PM Dance
A fun allegorical set dance depicting the less official happenings in monastic communities. Tempo changes and all steps to be taught!

Fun Beginner English Country Dances
Lady Mirabella Walmesley Atlantia 1 hour
Tue Aug 6 11:00 AM - 12:00 PM Dance
4-person set dances will be taught; *Hearts Ease, Rufty Tufty*, and *Hit or Miss*.

Gresley Dances: Troublesome *Tribus*
Master Martin Bildner Ealdormere 1 hour
Wed Aug 7 3:00 PM - 4:00 PM Dance
The Gresley manuscript dates from just before 1500 and includes steps to 26 dances for 2 or 3 people. However, interpreting the instructions is quite challenging, especially some with three people where the numbering gets mixed up. Come and try our reconstructions to a few of the dances that gave us the greatest difficulty.

Hope Springs Eternal: *Spero*
european
Countess Judith de Northumbria West 1 hour
Fri Aug 2 2:00 PM - 3:00 PM Dance
A delightful Intermediate15th-century dance for three, full of fun musical changes and flirtatious exchanges. Intermediate/Advanced.

Intermed. Eng. Country: *Grimstock* & *Goddesses*
THL Sonya Flicker (Patches) Atlantia 1 hour
Thu Aug 8 1:00 PM - 2:00 PM Middle Eastern
Learn two intermediate English Country Dances: *Grimstock* and *Goddesses*. These are fun dances with *heys* and interesting progressions.

Intermediate Dance: 15th-Century Italian
european dance, european
Richard de Troyes East 1 hour
Sat Aug 3 1:00 PM - 2:00 PM Dance
Want to build on what you've learned about 15th-Century Italian dancing? Come and learn the patterns for some more fun dances; no partner required. Dances to be taught, which you are likely to encounter at any SCA ball, may include *Rostiboli Gioioso, Anello*, and *Belfiore*.

Intermediate English Country Dance
english country dance, european, european dance
Richard de Troyes East 1 hour
Mon Aug 5 1:00 PM - 2:00 PM Dance
The steps and patterns for a couple of only slightly less-simple English Country Dances will be taught. These will include at least *Hyde Park* and *Black Nag*. No partners required.

Intermediate English Country Dance
english country dance, european dance
Ariana de Gallo No Kingdom 1 hour
Fri Aug 2 1:00 PM - 2:00 PM Dance
We will be learning some slightly more advanced English Country Dances, but these are all still beginner-friendly!

Introduction to 16th-Century Italian
european dance, european, 16th-century italian
Richard de Troyes East 1 hour
Fri Aug 2 3:00 PM - 4:00 PM Dance
16th-Century Italian dance is fun and not difficult. All steps and patterns will be taught, and no partners are required. Dances to be taught include *Contrapasso in Due* and *Fedelta*.

Italian *Balletti*
Master James Blackcloak Ealdormere 1 hour
Thu Aug 8 2:00 PM - 3:00 PM Dance
Balletti: Slow dances from 16th-century Italy. Dances include *Le Bellezze D'Olimpia* and *Bassa Pompilia*. Everyone welcome; steps will be taught.

Known World Dance and Music: Open Planning Group
Pennsic Euro Dance Staff No Kingdom 1 hour
Thu Aug 8 6:00 PM - 7:00 PM Dance
Open discussion for individuals interested in running a future Known World Dance and Music Symposium. Potential SCA branches interested in hosting a KWD&M event should send representatives with proposed bid information and questions. Past KWD&M Event Stewards, along with other dance and music community leaders and supporters, will be present for comments and questions. Our goal is to help leverage community support for upcoming bids before they are submitted to Society for approval.

Low, Slow and Flirtatious for Three: *Pelligrina*
european
Countess Judith de Northumbria West 1 hour
Wed Jul 31 12:00 PM - 1:00 PM Dance
Highly seductive, this is an intermediate *bassadanza* for three. Dancers should be familiar with *doppii, sempii, saltarelli*, and *riprese*.

Meet-the-Dance-Faculty Social
european
Pennsic Euro Dance Staff No Kingdom 1 hour
Thu Aug 8 5:00 PM - 6:00 PM Dance
Everyone is invited to meet the people who make the Pennsic School of European Dance happen! This event is open for all students and dancers to meet this year's faculty and staff, and is a relaxing social event for our faculty and experienced dancers. We encourage all to attend. Light refreshments will be provided and a group picture of staff and teachers will be taken.

Open Dancing
Pennsic Euro Dance Staff No Kingdom 3 hours
Mon Jul 29 9:00 PM - 12:00 AM Dance
Tue Jul 30 9:00 PM - 12:00 AM Dance
Wed Jul 31 9:00 PM - 12:00 AM Dance
Balls are fun, but what if you miss your favorite dance because you took too long getting ice cream after dinner? Come to open dancing, and request it! Musicians! We are happy to have you join the open band tonight. "Pennsic Pile" compilations will be available. May go late.

Rainbow Ball Prep
Pennsic Euro Dance Staff No Kingdom 1 hour
Tue Aug 6 12:00 PM - 1:00 PM Dance
Lead by Alexander of Mistig Waetru. Learn dances for tonight's Rainbow Ball.

Uncommon Gresley
Evelynne Merrymet Atlantia 1 hour
Tue Aug 6 3:00 PM - 4:00 PM Dance
This class is a group of Gresley dances I really like, that are not commonly done in Atlantia. These are based on the reconstructions of Sarah Scroggie and Richard Schweitzer. We will dance *Whatsoever Ye Will, Armynn*, and *Mobray*. If there is time we will repeat as the class decides. There will be handouts.

Uncommon Gresley, Part II
Evelynne Merrymet Atlantia 1 hour
Thu Aug 8 3:00 PM - 4:00 PM Dance
This class is another group of Gresley dances I like, that are not commonly done in Atlantia. These are also based on the work of Sara Scroggie and Richard Schweitzer. We will dance *Eglamowr, Roye*, and *Sofferance*. If there is time we will repeat as the class decides. There will be handouts.

Weaving the Dance: *Tesara*
european
Countess Judith de Northumbria West 2 hours
Thu Aug 1 4:00 PM - 6:00 PM Dance
An advanced 15th-century performance dance for ten people mimicking the weaving of brocade. A visually stunning and exciting routine!

Dance: Middle Eastern

Another Smattering of Fat Chance Group Improv
Pixie Aethelmearc 1.5 hours
Sun Aug 4 12:30 PM - 2:00 PM Middle Eastern
Wanna dance with friends around fire circles and look cohesive to any kind of music on the fly? Wanna just noodle around with your buddies with a fun vocabulary of world dance-inspired moves and combos? Well, look no farther because we three friends would love to teach you dance-y stuff! We will be exploring foundational moves and combos of Fat Chance Belly Dance Level 1 and what you can do with them to reach a deeper level of connection with your dance buds and just have a heckin' good time!

Back to Basics
Morewnna of Nor MO Midrealm 1 hour
Wed Jul 31 11:00 AM - 12:00 PM Middle Eastern
Thu Aug 1 11:00 AM - 12:00 PM Middle Eastern
Fri Aug 2 11:00 AM - 12:00 PM Middle Eastern
Handouts Limit 20
3 days of progressive technique, based on the dancer's daily dozen warm up. Beginners learn basic intro. Intermediate return to the basic for a warm up routine. Advanced dancers get a different approach to movement analysis and teaching tools. 20 active dancers, auditors ok, previous days given priority.

Back to Basics Repeat
middle eastern
Morewnna of Nor MO Midrealm 1 hour
Mon Aug 5 11:00 AM - 12:00 PM Middle Eastern
Tue Aug 6 11:00 AM - 12:00 PM Middle Eastern
Wed Aug 7 11:00 AM - 12:00 PM Middle Eastern
Handouts Limit 20
3 days of progressive technique, based on the dancers daily dozen warm up. Beginners learn basic into. Intermediate return to the basic for a warm up routine. Advanced dancers get a different approach to movement analysis and teaching tools. 20 active dancers. Priority to previous days participants. Auditors welcome.

Belly Dance Veil: More than a Prop, a Partner!
middle eastern
Emine bint Yazid East 1 hour
Wed Jul 31 4:00 PM - 5:00 PM Middle Eastern
This class will cover intro to using a veil, dancing with a veil in various spaces, and tips for dealing with common issues such as dropping a veil. I will also go over 2 of my favorite veil wraps as

interactive options to begin a veil performance.

Cane/ Stick Short Choreography Repeats War Week
middle eastern
Morewnna of Nor MO Midrealm 1 hour
Wed Jul 31 2:00 PM - 3:00 PM Middle Eastern
Thu Aug 1 2:00 PM - 3:00 PM Middle Eastern
Fri Aug 2 2:00 PM - 3:00 PM Middle Eastern
Handouts Limit 15
Progressive choreography class over 3 days. Cane and stick techniques in a fun short choreography. Intermediate to advanced dancers. 15 active participants, priority to previous day's dancers. Auditors welcome.

Classical Persian Dance Combinations
persia, middle eastern, dancers, combination, central asia, transoxiana
Duchess Catalina de Arazuri Calontir 1 hour
Sun Jul 28 11:00 AM - 12:00 PM Middle Eastern
Wed Jul 31 12:00 PM - 1:00 PM Middle Eastern
Sat Aug 3 11:00 AM - 12:00 PM Middle Eastern
Inspired by Persian miniature painting, together we will practice basic foot patterns, hand movements, and spins that inspire classical Persian dance. Great for beginners or those who want to brush up on techniques. Please wear comfortable clothing, bring water. This is a fast-paced high intensity class; you will get sweaty. Classical Persian Dance is different from Traditional Belly Dance.

Moving in Flow
Pixie Aethelmearc 1 hour
Thu Aug 1 12:30 PM - 1:30 PM Middle Eastern
Sun Aug 4 11:00 AM - 12:00 PM Middle Eastern
Tue Aug 6 12:00 PM - 1:00 PM Middle Eastern
This is less of a traditional class and more of a follow-the-leader-type meditative movement space. We will lead participants through ten-minute periods of dance with only physical and nonverbal cues. There will be a 10-minute stretch, after which a bell will chime and music will start. Then, you just turn off conscious thought and follow the leader in common belly dance vocabulary movements for 10 minutes at which time another bell will chime and there will be a 5-miniute water break/ rest. There will be 2 of these 10-minute blocks per session. **This is not an instructional class.** It is a few mins to move together in space and time. Turn off your mind and join us in shaking off the outside World.

Sharp Shimmy and the Whole SheBANG!
bellydance, middle eastern
Joanna the Fierce Aethelmearc 1 hour
Wed Aug 7 4:00 PM - 5:00 PM Bog U
Dive into the art of shimmy dynamics in this electrifying workshop! Explore the nuances of shimmies in your hips, shoulders, and beyond as we unleash a storm of thunderous shaking. Get ready to elevate your technique and have fun!

Spins and Things
bellydance, middle eastern
Joanna the Fierce Aethelmearc 1 hour
Thu Aug 1 2:00 PM - 3:00 PM Bog U
Ready to elevate your dance game with mesmerizing spins and whirls? Join Joanna for an immersive workshop where you'll master paddle turns, crossover turns, and the art of spotting. Learn how to control your spins, from lightning-fast rotations to slow and graceful twirls, culminating in captivating spin combos and barrel turns that will leave you spinning with excitement!

Stick/Cane Stylings
Morewnna of Nor MO Midrealm 1 hour
Mon Aug 5 2:00 PM - 3:00 PM Middle Eastern
Tue Aug 6 2:00 PM - 3:00 PM Middle Eastern
Wed Aug 7 2:00 PM - 3:00 PM Middle Eastern
Handouts Limit 15
Progressive choreography class over 3 days. Cane and stick techniques in a fun short choreography. Intermediate to advanced dancers. 15 active participants, priority to previous day's dancers. Auditors welcome.

Turkish Romany Dance
middle eastern
Christy Fricks Atlantia 1.5 hours
Mon Jul 29 10:30 AM - 12:00 PM Middle Eastern
We're gonna groove to the 9/8! We'll break down and drill the footwork involved in Romany-style dance, add basic and layered pelvic movements and accent gestures, then work them all into combos. Knowledge of 9/8 rhythm is encouraged but not required. Bring your notebooks and dancing feet!

Embroidery

Athena's Thimble Panel/Meeting/Share
embroidery
Dame Elizabet Marshall East 2 hours
Thu Aug 8 1:00 PM - 3:00 PM East Kingdom Royal Hall
Anyone in the Known World is welcome to this meeting of the Keepers of Athena's Thimble, the embroidery guild of the East Kingdom. Bring embroidery to share, embroidery and/or guild questions, or just come and enjoy the work of others.

Beginner Cross Stitch Make-and-Take
crossstitch, arts and crafts, crafts, youth
Angharad verch Morgan Aethelmearc 1 hour
Tue Jul 30 11:00 AM - 12:00 PM Family Point 2
Mon Aug 5 11:00 AM - 12:00 PM Family Point 2
Materials Limit 10 $2.00 No fee is required, but a small donation to cover the costs of the materials is welcomed.
In this class, we will learn how to do the basics of Tudor cross stitch. Students will make a favor using basic cross stitches, which can then be turned into a patch or given as a gift. Students may bring their own supplies, but all necessary supplies--needles, threads, and pre-made patterns--will be provided. There is no fee for this class, but donations to cover the cost of materials are welcomed.

Beginning Goldwork
needlework, european, gold thread
Mistress Amalie von Hohensee East 2 hours
Wed Aug 7 11:00 AM - 1:00 PM A&S 8
Materials Limit 7 $7.00 silk backing: $1.50. Gold purl (2 types), imitation gold passing thread: $3. Felt padding and silk thread: $1. Cotton backing, bagging supplies, thread winders, tissue paper: $1.50
Covers some basic concepts and stitches used in goldwork embroidery, including felt padding, surface couching, and purl couching. Kit includes passing thread, real gold purl, silk couching thread, wool felt, and silk fabric. Please bring a small- to medium-sized hoop, a fine embroidery needle (size 10 or smaller), a tapestry needle, and scissors for cutting metal thread.

Beginning Smocking
beginner, hands on, smocking, embroidery, fiber arts, crafs
Mistress Ciara McRobbie East 1 hour
Mon Aug 5 2:00 PM - 3:00 PM A&S 1
Handouts Limit 10 $1.00
Materials Limit 10 $2.00 Fabric, needle, embroidery floss, smocking dots
Hands-on class for beginners. Students will learn how to prepare fabric for smocking as well as a few beginning smocking stitches.

Embroidery Hand-Holding and Moral Support
embroidery
Dame Alanna of Skye East 1 hour
Sat Aug 3 10:00 AM - 11:00 AM A&S 7
Bring your beginner embroidery project that you're too scared to start alone or are stuck on, or that sampler that you stopped in the middle of because something was overwhelming. Whatever you come with, we will get it to make progress! Want someone to give you advice or just validate that you're doing well? This is the class for you. Modern kits welcome. Topics of assistance will be on a first-come first-served basis. Experienced embroiderers welcome as well if you would like to join in telling the newer people how awesome they are doing!

Embroidery on Parchment: Let's Try It
embroidery, scribal
THL Ceindrech verch Elidir Aethelmearc 1 hour
Wed Aug 7 3:00 PM - 4:00 PM Æthelmearc 2
Handouts Limit 20
Materials Limit 20
Techniques identified in exemplars include buttonhole, detached buttonhole, cretin stitch, herringbone, double herringbone, and interlacing. Using plastic canvas and card stock we'll learn the techniques and create a sampler of stitches for future reference. Digital handout will be available with links to exemplars.

Embroidery on Parchment: Why and How?
scribal, embroidery
THL Ceindrech verch Elidir Aethelmearc 1 hour
Sat Aug 3 1:00 PM - 2:00 PM Æthelmearc 1
Needlework on parchment is found on manuscripts from 13-14th C, and demonstrates both decorative and functional uses. We'll look at several extant examples and theorize why and how this was done, identify stitches used, and discuss potential uses in the modern Middle Ages. Digital copies of handout with links to exemplars will be available free.

Embroidery: How Do I Do That!?!
needlework
Mistress Tysha z Kieva East 1 hour
Thu Aug 1 10:00 AM - 11:00 AM A&S 5
Materials Limit 10 $2.00 Embroidery flossNeedlesHoopsSample fabric
Embroidery for the absolute beginner. Do you want to decorate your garb or projects but aren't sure where to start? Come learn a few easy

stitches. See some examples of basic embroidery projects. Sample fabric, needle and thread provided. Please bring scissors and a small embroidery hoop if you have them. Strict limit of 10 students! Handouts will be given to everyone but kits and hands-on teaching will be limited to 10.

Embroidery: How Do I Do That?

needlework
Mistress Tysha z Kieva East 1 hour
Thu Aug 1 3:00 PM - 4:00 PM Bog U
Materials Limit 10 $2.00 Embroidery floss Needles Hoops Sample fabric
Embroidery for the absolute beginner. Do you want to decorate your garb or projects but aren't sure where to start? Come learn a few easy stitches. See some examples of basic embroidery projects. Sample fabric, needle and thread provided. Please bring scissors and a small embroidery hoop if you have them. Strict limit of 10 students! Handouts will be given to everyone but kits and hands-on teaching will be limited to 10.

Goldwork Embroidery with Bullion

needlework, european, east europe, far eastern, central asia, china
HL Laska Koudelka Trimaris 4 hours
Fri Aug 2 11:00 AM - 3:00 PM A&S 2
Mon Aug 5 10:00 AM - 2:00 PM A&S 2
Thu Aug 8 11:00 AM - 3:00 PM A&S 2
Materials Limit 12 $30.00 Gilt bullion: smooth bore purl, crimp bore purl, rough bore purl, spangles, and real and imitation gold thread. Imitation pearls and beads. Fabrics (velvet and canvas), embroidery hoop, thread, needles, pins, wax, felt, cord
This class focuses on techniques in working with gold bullion that was available in period. We'll go over a few techniques on how to create eye-catching designs in simple steps with smooth purl, rough purl, spangles, pearls, and beads. No prior knowledge of embroidery is required. If you have them, bring manicure scissors and tweezers (some will be available to borrow). The rest of the materials (a variety of gold bullion, needles, thread, wax, fabrics, etc.) come with the kit. Don't forget your glasses, but we will work with larger gauge for ease. Students will create a sampler and take home some extra real gilt bullion to complete the project and practice more. Please don't forget your glasses, bring a magnifying device if you need one, and, some students found it useful for them to have a reading light in the past.

Pleating: Simple Honeycomb

hand-sewing
No Kingdom 1 hour
Tue Jul 30 11:00 AM - 12:00 PM A&S 18
Thu Aug 1 11:00 AM - 12:00 PM A&S 18
Sat Aug 3 11:00 AM - 12:00 PM A&S 18
Handouts Limit 10
A hands-on class in one of the options of how to create the honeycomb stitch without pre-pleating the fabric. If time is available, discussion may continue regarding other decorative stitches over pleated fabric.

Slate Frames and German Brick Stich

embroidery
Dame Alanna of Skye East 1.5 hours
Fri Aug 2 2:00 PM - 3:30 PM A&S 5
See the successes and failures of slate/scroll frame setup options for embroidery projects. We will also discuss a brief overview of how to do German brick stitch, how to find and read patterns, and what methods make things easier when picking a pattern. If you have a frame you want to use, feel free to bring it.

The Oxburgh Hangings

Mistress Briony of Chatham East 1 hour
Mon Aug 5 2:00 PM - 3:00 PM A&S 15
Handouts Limit 15
Created by Mary, Queen of Scots and Bess Hardwick, these wall hangings offer an exciting glimpse into Elizabethan Culture.

Event

All Ages Revel

european
Mistress Rebecca da Firenze West 1.5 hours
Sun Aug 4 10:00 AM - 11:30 AM Dance
For those who like to dance, but can't stay up late enough to attend the evening revels! Featuring dances from the All Ages Track, which will be taught. We'll have period snacks and live music!

Ansteorra Known World Chili Night

court, royals
Duchess Rusti No Kingdom 3 hours
Tue Aug 6 7:00 PM - 10:00 PM Ansteorra Royal: N06
Ansteorra Known World Chili Night - Tuesday, August 6, 2024 - 7 pm - Ansteorra Royal Camp.

Beginners' Ball

dancers, english country dance, european dance, beginner
Duchessa Diana Alene Tregirtse East 3 hours
Sat Aug 3 8:00 PM - 11:00 PM Dance
We will explore easy dances of the Renaissance including *Branles, Almans, English Country Dances, Early Italian & Burgundian*. You can look forward to *Gathering Peascods, Horses Branle, Anello*, and maybe a little galliard. Come and enjoy dancing!!!

Bye Bye Ball

Lady Mirabella Walmesley Atlantia 3 hours
Thu Aug 8 9:00 PM - 12:00 AM Dance
There will be 3 sets of dances with each one run by a different staff member.

Calontir Party

Duchess Rusti No Kingdom 3 hours
Thu Aug 8 8:00 PM - 11:00 PM Calontir Royal
Calontir Party - Thursday, August 8, 2024 - 8 pm - Calontir Royal Camp.

Choral Ball

european
THL Siri Toivosdotter Midrealm 3 hours
Mon Aug 5 9:00 PM - 12:00 AM Dance
Dance to the music of choristers! Sheet music provided for singers and instrumentalists; also available on the SCA Choral Ensemble Facebook group. Music is also available on the SCA Dance website.

Clan Blue Feather Ball and Fashion Cotillion

Baron Joshua MacDonald the Imperfekt Atlantia 2 hours
Tue Aug 6 9:00 PM - 11:00 PM Great Hall
All are welcome to join Clan Blue Feather once again for our annual Ball and Fashion Cotillion! Come for food, fun, dancing, music, costumes, revelry, a free raffle with amazing prizes, and special award prizes for the most outstanding garb. Remember, you don't have to wear your best garb, just wear what makes *you* look your best!

Darkyard Tree Ceremony

other
Mistress Asalah al-Hina Midrealm 1.5 hours
Wed Aug 7 6:30 PM - 8:00 PM Runestone
Annual Tree Ceremony held by House Darkyard.

Early Bird Ball

european
Baroness Gwenllyen the Minstrel Midrealm 3 hours
Thu Aug 1 9:00 PM - 12:00 AM Dance
Most dances will be taught (a quick walk through)! Lots of fun dances and opportunities to greet old friends and to meet new ones! If you are interested in playing in the band, Siri Toivosdotter will be organizing the music and directing.

Lord Carmine and Friends Haa

middle eastern
Lord Carmine East 2 hours
Sun Aug 4 8:00 PM - 10:00 PM Middle Eastern
Hafla means Party! Bring your instruments and hips. Everyone dances and plays music together. The Middle Eastern tent doesn't always have a place to sit, so bring a chair or something to sit on if you need.

Medieval Barter Town Meet-up

Magnifica Arabella De Mere East 4 hours
Mon Aug 5 12:00 PM - 4:00 PM Great Hall
Greetings and well met! We humbly invite you to join us for the 11th annual Medieval Barter Town Meet-up! This event has become a favorite among those who love trading their goods with others. Do you have items you no longer use or wish to find a new home for? Bring them with you to the meet-up, and you might just find something new to take home with you!
We must note that there will be no money exchanged for any items, as it is all about the art of bartering and gifting. We encourage all attendees to bring items to trade, as this is a great way to meet new people and acquire new treasures. In addition to the trading and bartering, we are excited to announce that the **raffle** will be back again this year! If you bring an item to donate to the raffle, you will receive a ticket. When your number is called, you will have the opportunity to pick an item out of the donated items. This is an exciting way to participate in the event, and you never know what amazing treasure you might win!
So come one, come all, and join us for the 11th SCA Medieval Barter Town Meet-up! It promises to be a wonderful event filled with trading, bartering, and exciting opportunities to acquire new treasures.

Middle Kingdom Royal Moot

court, royals
Duchess Rusti No Kingdom 2 hours
Sat Aug 3 3:00 PM - 5:00 PM Midrealm Royal
Middle Kingdom Royal Moot - Saturday, August 3, 2024 - 3 pm to 4:30 pm - Middle Kingdom Royal Camp

Middle Kingdom Unbelted Champions' Dinner
court, royals
Duchess Rusti No Kingdom 2 hours
Sun Aug 4 6:00 PM - 8:00 PM Midrealm Royal
Middle Kingdom Unbelted Champions' Dinner - Sunday, August 4,2024 - 6:30 pm - Middle Kingdom Royal Camp.

Murder Party
family friendly
Lady Sabela Griogalach Midrealm 1 hour
Tue Aug 6 4:00 PM - 5:00 PM Modern Games
Inspired by a love of crows and shiny things, lords and ladies of all ages may come together and exchange their shiniest and sparkliest crow-worthy gifts! Dress in period black as best you can, and gather with others to mix and mingle and swap silvery goodies!
The best dressed shall be crowed (ha!) the Crow Król (Polish for king, it kind of rhymes)
No set number of attendees, and there are zero guarantees for shinies.
This is just a fun opportunity to dress up, go out, and socialize in a low- stakes environment and gift/ swap sparklies as you see fit!

Opening Ceremonies
Scheduler Maximilian der Zauberer Midrealm 2.5 hours
Sat Aug 3 5:00 PM - 7:30 PM Battlefield
Start setting up at 5 pm. Opening ceremonies at 6 pm.

Peerage Anniversary Celebration
peerage
Contessa AnnMarie Morgaine No Kingdom 5 hours
Tue Aug 6 7:00 PM - 12:00 AM Runestone
A private gathering celebrating several peerage anniversaries.

Pennsic 51 Arts & Sciences War Point
Dame Roana Aldinoch Midrealm 6 hours
Thu Aug 8 8:30 AM - 2:30 PM Great Hall
The East and their Allies pit their artistry against the Middle and their Allies to see which team will win the Pennsic A&S War Point. A display of artistry, research, and ingenuity.

Pennsic 51 Known World Arts & Sciences Display
Lady Adele Lochlane Atlantia 4 hours
Sun Aug 4 9:30 AM - 1:30 PM Great Hall
The Arts & Sciences Display will be held on Sunday, August 4, in the Great Hall across from the European Dance Tent. 11:30 am: Artisans may set up their entries. 1 pm – 5 pm; the Display is open to the public. Display break-down is 5 – 5:30 pm.
• All objects / displays need to be removed by 5:30.
• Please assist with the take-down of tables to return the Great Hall to its empty state.
• Any display items left behind will be taken to Lost & Found.

Pennsic Fun Run and Unofficial Half Marathon
run, fun run, half marathon, best dressed runner
Crown Princess Isabetta del Verde Drachnwald 4 hours
Sat Aug 3 7:00 AM - 11:00 AM First Aid Point
Lace up your running shoes, put on your running clothes (modern or historical) and meet us outside of the First Aid Point at the crossing of Brewer's Road and St. Lawrence Way early in morning of Saturday, August 3th. Race starts at 7 am. Please come a bit in advance to sign your name on the race registration sheet. There will be 3 distances to choose between depending on how far you want to run/walk. All ages and running levels welcome.
- Fun Run 3/4 mile (once around the Serengeti)
- Fun Run 4 miles (once around the site)
- Unofficial Half Marathon 13 miles or 21 km (3 times around the site plus one extra loop around the Serengeti)
This year we will be inviting everyone on site to vote for best dressed runner so start planning your running outfit today!
For inspiration and information join the Pennsic Fun Run and Unofficial Half Marathon Facebook group.

Pennsic Grand Masked Ball
european
Lady Avelina del Dolce No Kingdom 3 hours
Wed Aug 7 9:00 PM - 12:00 AM Dance
It's time to bring back the Pennsic Grand Ball as a masked ball! Wear your masks and costumes, and come as a character! *Commedia dell' Arte* will be in full swing at the Pennsic Grand Ball. Pantalone will announce which lucky suitor will marry his daughter Isabella this evening!
So many suitors, yet only one will be chosen. Do you wish to court Isabella? Do you have a suitor you want to be betrothed to Isabella? Wait... which one is Isabella? Who can tell with so many beautiful maidens dancing at the ball? The dances will have a mix of difficulty levels and use music arrangements from the Pennsic Pile for Pennsic 50. All musicians are welcome. Arlecchino will give them water and foot rubs as needed. (Don't tell him we signed him up for this!).

Rainbow Ball
Pennsic Euro Dance Staff No Kingdom 2 hours
Tue Aug 6 8:00 PM - 10:00 PM Dance
Dance Master- Alexander of Mistig Waetru. We'll start with a dance list inspired by the colors of the rainbow, then head over to the Blue Feather Ball to dance the (rest of the) night away!

Runymede Pennsic Baron. A&S Champions Competition
baronial chapions, arts & sciences
Mistress Charis Accipiter East 2 hours
Tue Aug 6 10:00 AM - 12:00 PM East Kingdom Royal Hall
The Barony of Settmour Swamp is pleased to invite all Baronial A&S champions to the 1st Annual Pennsic Baronial A&S Competition. We invite you to bring your current research or project to the East Kingdom Royal Encampment and share your work with everyone. This friendly competition will give our Baronial Champions a chance to show off their projects and talk with each other about what they are working on The competition format will follow in the same style as St Eligius. Entrants will be judging each other with a rubric that will be given out on the day of the competition. Our goal is to put the spotlight on all the amazingly talented people we have in the arts and sciences community.

The Contessa's Red and Gold Ball
european
Countess Judith de Northumbria West 3 hours
Fri Aug 2 9:00 PM - 12:00 AM Dance
Join us for a fête in the style of the Dukes of Burgundy, themed Red and Gold. Many dances to be taught! Non-dancers welcome!

Twenty-Fifth Annual Knowne World Children's Fête
children, family, fete, arts and crafts
Rebbah Thamira haSopheret Atlantia 5 hours
Wed Aug 7 8:30 AM - 1:30 PM Great Hall
Pray attend, good gentles all. King Christoph and Queen Adelhait, gracious Monarchs of Atlantia, extend an invitation to the children of the Knowne World to attend the twenty-fifth Annual Knowne World Children's Fête at Pennsic LI.
The fête will take place in the Great Hall on Wednesday, August 7th from 10 am to 1 pm. This event is designed for children ages four and older. In keeping with previous years, the fête will be filled with a variety of arts and crafts, ongoing activities, and live performances to amuse and delight. We may have some activities that involve water, so please make sure your young ones are dressed appropriately. There will be a light snack and drinks available for children and their parents.
Parents and Guardians: please note that you must remain with your child at the fête. Due to the large numbers of children that attend, organizers cannot be responsible for food allergies or other health issues. We ask that children do not bring personal articles with them as the organizers will not be responsible for lost, broken, or stolen items and sad faces.
Volunteers Needed: Volunteers are always needed for help with the fête! We have need of gentles that want to sponsor their own activity or help with activities that need additional people. Gentles are needed to set up and help clean up and also provide general help (for example, signing in children, relief staff, etc.). We can never have too many people helping. We ask the volunteers to be at the Great Hall at 9 am for set up, and clean up should be done by 2 pm. Please consider giving your time to ensure the children have a magnificent time. We request that you wear something pink to honor the fête's founder, Duchess Arielle of Atlantia.
If you would like to help or need additional information, please call Rebbah Thamira at 336-341-1660, or Mistress Cairistiona de Coueran on block N06. This will surely be another fun-filled, festive occasion for the children of the Knowne World. Please remember that without the generous volunteers who give of their time and energy each year, the party would not happen.

Vigil
Knight Sir Klaus Von Wallachia East 5 hours
Sun Aug 4 6:00 PM - 11:00 PM Fort Tower East
Vigil.

Vigil for Mikael Melrakki
Ellesbeth Donofrey East 3 hours
Sun Aug 4 8:00 PM - 11:00 PM Fort Tower West
Vigil for the Pennsic 51's Thrown Weapons marshal.

Vigil: Brand Thorwaldson
Master Kersteken Janzdochtere Ealdormere 5 hours
Sun Aug 4 5:00 PM - 10:00 PM Runestone
Master Brand Thorwaldson OP, OL, will sit vigil for contemplation to elevation to the Order of Chivalry from 5 pm to 11 pm.

Food Arts

Concerning the Proper Use of Coffee
coffee, turkish, arabic, tea
Sayyid Mathias De Lupo Corsi Aethelmearc 1 hour
Mon Jul 29 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Tue Jul 30 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Wed Jul 31 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Thu Aug 1 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Fri Aug 2 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Sat Aug 3 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Sun Aug 4 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Mon Aug 5 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Tue Aug 6 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Wed Aug 7 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Thu Aug 8 11:00 AM - 12:00 PM Debatable Lands (N10) On Fletcher's Road
Materials Limit 6
Dive into Turkish coffee! Where it started, how it traveled, the many arguments that affected coffee's status in the world. Then taste the different flavors as you are immersed in a café-like atmosphere. Watch as it is prepared right before you. Learn about some traditions that surround the drink. Coffee not your thing? There will be tea as well.
Adults Only! Hot liquids; Open flames.

Exploring Late Iberian Court Cuisine
spain, spanish food, iberia, agriculture, trade, food culture
Doña Mariana Ruiz de Medina Atlantia 1 hour
Mon Aug 5 11:00 AM - 12:00 PM A&S 14
While the author himself is very much a mystery, Ruperto de Nola's cookbook and its subsequent translations offer one of the best views into court cuisine on the Iberian Peninsula of its time. We'll cover what we know of the origin of the cookbook, the available foodstuffs of the Iberian Peninsula in the 16th century, tips for reading and redacting recipes, and a collection of redactions from the book, both sweet and savory.

Feasting in Southern Britain During the Iron Age
research, european
Anauved de Mona Atlantia 2 hours
Mon Aug 5 11:00 AM - 1:00 PM A&S 17
Feasting to build community and feasting to create differences/express social status both occurred in different parts of southeastern Britain during the Iron Age. This class will examine the following:
a) cultural sources including classical texts, medieval Irish myths, and Iron Age funerary practices related to feasting;
b) archaeological food evidence with an emphasis on grains and animal remains; and
c) material culture, with brief discussions of cauldrons, drinking horns, ceramics, and wood tankards.
This is not a cooking class, but some food dishes will be discussed, and some examples of feast-gear appropriate to the Iron Age will be available to examine.

Food Safety for SCA Cooks
food culture, food, cooking, cooking skills
Mistress Ottilige Rappoltsweiler Aethelmearc 1.5 hours
Tue Jul 30 1:00 PM - 2:30 PM A&S 5
Fri Aug 2 12:00 PM - 1:30 PM A&S 1
Handouts Limit 12 $2.00
Preparing an SCA feast is different from preparing a family dinner. Learn about the food safety practices needed to ensure a safe event. Students will learn the causes of food-borne illness as well as safe food handling practices related to these:
Preventing Cross Contamination
Controlling Time and Temperature
Good Personal Hygiene
Cleaning and Sanitizing
Planning a Successful Food Event
Whether you are a new event cook, or you and your kitchen staff have been doing this for years, it is important to be up-to-date and knowledgeable about food safety.

History of Food and Eating
research, european, food culture
Vaaaaaalll!!! East 1 hour
Fri Aug 2 9:00 AM - 10:00 AM A&S 13
Wed Aug 7 11:00 AM - 12:00 PM A&S 14
Learn about the weird and wacky history, mystery and mythology of foods we eat and how we eat them. Did you know: Cato, an ancient Roman leader, advocated for washing your eyes in the urine of cabbage eaters. Farming watermelons caused more deaths in the 1850s than any other agricultural occupation save cattle rustling and horse stealing. Or that a napkin folded with the pointed edge toward the French monarch could signal an assassination! Come by and crackle with scintillating dinner facts at your next meal.

History of Sugar
HE Nessa von Metten Midrealm 1 hour
Tue Jul 30 11:00 AM - 12:00 PM A&S 7
Handouts Limit 10 $2.00
Learn when and where sugar cane came from and try a taste of the reed. Learn how sugar cane was originally processed versus how it's processed now. See the different varieties of sugar and discuss what they mean. Examine the history of the sugar trade and its effects on society.

Interkingdom Brewers' Guild Competition
brewing and vintning, multiple cultures
Mistress Zuriel Nightshade Midrealm 4 hours
Sun Aug 4 2:00 PM - 6:00 PM A&S 11
An opportunity for brewers and vintners to have their beverages evaluated by experts from across the Known World. Up to two entries per category (wine/mead, beer, cordials/others) per participant. IKBG masters are asked to help judge. Entrants are responsible for the temperature/condition of their beverage(s) as it may be some time before a particular beverage is judged. Documentation is encouraged. **Over 21 only.**
Adults Only! Alcoholic beverages evaluated

Interkingdom Brewers' Guild Roundtable
brewing and vintning, multiple cultures
Mistress Zuriel Nightshade Midrealm 4 hours
Sun Aug 4 2:00 PM - 6:00 PM A&S 10
This roundtable is designed to serve as both a place to discuss period beverages as well as hang out until your beverage is called to be judged with the IKBG. It is being held in conjunction with the IKBG. All entrants are asked to wait in this area. Someone will come call you when your entry is ready to be judged. Please bring something to do/drink/discuss until your entry is called. **Over 21 only.**
Adults Only! Alcoholic beverages present

Meading My Backyard
mead, brewing, herbals
Brengy Sprecher East 1 hour
Sat Aug 3 1:00 PM - 2:00 PM A&S 18
Handouts Limit 25
Materials Limit 25
This class is designed to get you thinking about ways to flavor your mead using natural ingredients you may find in your yard or at a nearby park. It will go over different methods of using common plants that have edible components that you may have access to. There will be samples of various meads I made with plants I have on my property. **Over 21**.
Adults Only! Must be 21 to sample alcohol

Medieval-Style Mustards
herbs
Magistra Jadwiga Zajaczkowa East 1.5 hours
Sun Aug 4 11:00 AM - 12:30 PM A&S 10
Thu Aug 8 3:00 PM - 4:30 PM A&S 10
Handouts Limit 30 $1.00
Materials Limit 30 $1.00 .50 for container .50 for supplies
Mustard was the main condiment of the Middle Ages. Using ingredients documented for period sauces, students will blend their own mustard sauces as well as learning about medieval and Renaissance spices and ingredients.

Non-Alcoholic Beverages of the Known World
NA Urtatim West 1 hour
Mon Aug 5 10:00 AM - 11:00 AM A&S 5
Handouts Limit 25 $1.00
Will add more when my co-teacher and i have worked out more details. Sample a wide array of non-alcoholic beverages from China, the Ottoman Empire, the Arabic-speaking world, and points west. Recipes, too! **Note**: This will *not* include tea or coffee.

North African and Ethiopian Coffee
africa
Doña Maria Beatriz la Mora Atlantia 2 hours
Sat Aug 3 2:00 PM - 4:00 PM A&S 16
Mon Aug 5 2:00 PM - 4:00 PM A&S 16
Handouts Limit 20 $2.00
Materials Limit 20 $45.00 handouts are 2.00 and supply kits containing cup, pot, coffee etc. Run between $30.00 and $60.00 [a few actually have their own braziers] depending on pot size and size/pieces in kit, as available
From beans to cup, we will roast green coffee beans together, then learn the techniques you need to make the perfect brew. We will look at Ethiopian *bunna* coffee, as well as North African *qahwah*. Come thirsty! There is an option to go home with the tools you need to make coffee at

home. I will have 20 kits available (approx. $30 - $60, depending on the size of the kit).

Ottoman versus Arabic Dining Etiquette
NA Urtatim West 1 hour
Fri Aug 2 10:00 AM - 11:00 AM Middle Eastern
In the medieval Arabic-speaking world, dinners with guests were lively with poetry, stories, sometimes even music. This was an extreme contrast with the dour Ottomans. We'll discuss the details.

Part 2 of Introduction to Roman Cooking and Eating
cookery, roman, food, hands-on, ancient, cooking, cooking skills
Mistress Ottilige Rappoltsweiler Aethelmearc 2 hours
Thu Aug 1 12:00 PM - 2:00 PM Hunters Home M-01
Tue Aug 6 12:00 PM - 2:00 PM Hunters Home M-01
Handouts Limit 15
Materials Limit 15 $5.00 hand-outs are free, food materials used/consumed in class total $5
The long awaited Part 2 of my introductory level, hands-on class featuring new and different recipes from Apicius! Students will participate in creating a number of dishes, and then enjoy eating them while discussing Roman dining traditions.
Allergy Alert: Some of the recipes featured may contain nuts. Class is in a private camp in M-1. Students are encouraged to ride the bus!

Safely Foraging Local Mushrooms
multiple cultures
THL Elsa Taliard Aethelmearc 2 hours
Wed Jul 31 9:00 AM - 11:00 AM A&S 8
Mon Aug 5 9:00 AM - 11:00 AM A&S 8
Wed Aug 7 9:00 AM - 11:00 AM A&S 8
Handouts Limit 20 $2.00
Several beginners' mushrooms will be taught. Some medicinal and toxic mushrooms as well. Focus will be on the local Western Pennsylvania area, although much of the information applies to the entire eastern half of the US. Wild mushroom petting zoo at end of class. **18+**
Adults Only! Wild Mushrooms can be deadly. No one under 18 allowed.

Tudor Foodways
food culture, tudor
Tudor Foodways Dame Kateryna ty Isaf Aethelmearc 1 hour
Mon Aug 5 10:00 AM - 11:00 AM A&S 15
Tue Aug 6 9:00 AM - 10:00 AM A&S 7
In Tudor England the Chain of Life theory of Society gave rise to sumptuary laws that governed food and dining. This class will look at how those laws affected dining practices. We will review some of those practices and how Tudor food changed from the reigns of Henry VII to his granddaughter Elizabeth I.

Viking Food
cookery, european
THL Tilla Chandler Midrealm 1 hour
Sat Aug 3 10:00 AM - 11:00 AM A&S 15
Handouts Limit 25 $5.00
Materials Limit 25 $2.00 food stuff for tasting
We've all seen those websites or news articles that state what the Scandinavian people in the Viking Era ate. We click on them in excitement to see what information they have and then we find out the website or article includes food like potatoes, cranberries, and other New World foods. And they don't include kelp, shark, rye and other known foods discovered during archaeological digs. This class will include information from archaeological digs and sagas and will include tastings of recipes based on this knowledge. I have a new handout that includes hypothetical recipes.

What's in Your Roman Pantry?
cookery, cooking, cooking skills, food, food culture, roman, ancient
Mistress Ottilige Rappoltsweiler Aethelmearc 1 hour
Wed Jul 31 2:00 PM - 3:00 PM A&S 5
Sun Aug 4 11:00 AM - 12:00 PM A&S 5
Handouts Limit 15
Materials Limit 15 $5.00 fee for handout and food samples
We will discuss and sample some of the most common ingredients featured in recipes from Apicius, learn their many uses, and how we can bring Roman flavors into our everyday cooking. **Tasting samples may contain allergens.**

Gaming

***Adventure Maximus*: An Introductory D&D-style RPG**
Laura East 1 hour
Wed Jul 31 1:00 PM - 2:00 PM Family Games
Fri Aug 2 1:00 PM - 2:00 PM Family Games
Sun Aug 4 1:00 PM - 2:00 PM Family Games
Tue Aug 6 1:00 PM - 2:00 PM Family Games
Thu Aug 8 1:00 PM - 2:00 PM Family Games
Adventure Maximus is a D&D-style game for young players, with simple character sheets and a basic dungeon crawl. Limited to no more than 8 players.

Alquerque
Games Staff No Kingdom 1 hour
Sat Aug 3 12:00 PM - 1:00 PM Games
Wed Aug 7 10:00 AM - 11:00 AM Games
Alquerque is known from the 10th century and was brought to Spain by the Moors and is thought to be an ancestor of checkers.

***As-Nas*: A Persian Card Game**
THL Louis Xavier de Navarre Midrealm 1 hour
Thu Aug 1 2:00 PM - 3:00 PM Games
As-Nas is a Persian card game using a unique 25-card deck. Play is simple and quick, similar to simplified modern poker.

***Domos Draconum*: The Keep on the Borderlands**
games
Dougald Scelhadun Midrealm 2 hours
Wed Jul 31 3:00 PM - 5:00 PM Family Games
Thu Aug 1 3:00 PM - 5:00 PM Family Games
Fri Aug 2 3:00 PM - 5:00 PM Family Games
Sat Aug 3 3:00 PM - 5:00 PM Family Games
Sun Aug 4 3:00 PM - 5:00 PM Family Games
Mon Aug 5 3:00 PM - 5:00 PM Family Games
Handouts Limit 10
As bold adventurers of the Realm, you set off for the Borderlands seeking fame and fortune. Using a great Keep as a base, you will plan forays against wicked monsters who lurk beyond. Somewhere nearby, amidst the dark forests and tangled fens, lie the fabled Caves of Chaos. Two-hour daily sessions each build upon the events of the previous day. Players should plan to attend all 6 days (Wednesday through Monday). **Limited to 10 youth participants, ages 11-17.**

Game of the Goose
Games Staff No Kingdom 1 hour
Mon Jul 29 11:00 AM - 12:00 PM Games
Thu Aug 1 12:00 PM - 1:00 PM Games
Sun Aug 4 10:00 AM - 11:00 AM Games
The *Game of the Goose* is believed to have originated in the late 15th century and was one of the first commercially produced board games. This game is great for all ages!

***Heian Shogi* & *Sho-Shogi*: Part 1**
gaming
Honorable Lord Simon de Spaldyng Atlantia 1 hour
Mon Aug 5 4:00 PM - 5:00 PM Games
This class is an introduction to *Shogi*, the traditional Japanese form of chess. This course will cover two early forms of *Shogi*: *Heian Shogi* - a reconstruction of how the game may have been played in Japan 1100 to 1500 - and - *Sho Shogi* - the game as played during most of the 16th Century. The workshop will begin with a quick historical overview, an explanation of the rules; then Q&A and coaching as students play in pairs. Please sign up for Part 2 for the complete *Shogi* experience.

***Heian Shogi* & *Sho-Shogi*: Part 2**
gaming
Honorable Lord Simon de Spaldyng Atlantia 1 hour
Tue Aug 6 4:00 PM - 5:00 PM Games
This class is an introduction to *Shogi* the traditional Japanese form of chess. This course will cover two early forms of Shogi: *Heian Shogi* - A reconstruction of how the game may have been played in Japan 1100 to 1500 - and - *Sho Shogi* - the game as played during most of the 16th century. This course is the continuation of *Shogi* Part 1. Please sign up for Part 1 for the complete *Shogi* experience.

Hneftafl
Games Staff No Kingdom 1 hour
Mon Jul 29 12:00 PM - 1:00 PM Games
Wed Aug 7 4:00 PM - 5:00 PM Games
Tafl games are asymmetric strategy games that were popular in Northern Europe before being largely supplanted by chess. They are derived from an earlier Roman game.

Ludus duodecim Scriptorum to Ludus Lateuncalorum
gaming, european
Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 1 hour
Mon Jul 29 4:00 PM - 5:00 PM Games
A Roman game as important as chess is today. Come learn to play the game, then stay to play. Precursor to Backgammon. Learn how to gamble with this game and with any backgammon game. Learn gambling with these type games as well.

Senat
gaming, middle eastern
Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 1.5 hours
Tue Jul 30 4:00 PM - 5:30 PM Games
Egyptian gaming, learn to roll sticks. Come learn to play. Then stay to play.

Ancient Games: *Senet*
gaming, middle eastern, egyptian
Lord Aldred æt Aclum Midrealm 1 hour
Fri Aug 2 10:00 AM - 11:00 AM Games
Tue Aug 6 10:00 AM - 11:00 AM Games
Senet is among the oldest recorded board games. Nefertiti, the Great Royal Wife of Ramses II, is depicted playing this game in a painting found in her tomb.

Ancient Games: The *Royal Game of Ur*
gaming, middle eastern
Lord Aldred æt Aclum Midrealm 1 hour
Fri Aug 2 12:00 PM - 1:00 PM Games
Tue Aug 6 12:00 PM - 1:00 PM Games
The related games we now call *The Game of Twenty Squares*, and *The Royal Game of Ur*, are race games that were popular in Mesopotamia for thousands of years. The oldest surviving boards found are from Ur and date to before 2600 BCE. We will learn about the game as played a few thousand years later from a description written in 177 BCE.

Chess on Different Boards
gaming
THL Louis Xavier de Navarre Midrealm 1 hour
Sun Aug 4 12:00 PM - 1:00 PM Games
Chess had several variations during its history, including round and rectangular boards. We'll discuss Byzantine chess (circular board), oblong chess (16x4 board), and courier chess (12x8 with extra pieces).

Dice and Dice Games
THL Louis Xavier de Navarre Midrealm 1 hour
Tue Jul 30 2:00 PM - 3:00 PM Games
This class will go over a short history of dice and dice-like objects, then go over the rules to some documented period dice games.

Four Player Chess
Games Staff No Kingdom 1 hour
Wed Jul 31 12:00 PM - 1:00 PM Games
Four Seasons Chess is a 4-player chess variant described in the 1283 book of games commissioned by Alfonso X of Castille.

Games of the Mary Rose Shipwreck (*Daldos)*
gaming, european
Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 1 hour
Wed Jul 31 4:00 PM - 5:00 PM Games
Handouts Limit 15 $1.00
The evidence of the games onboard when the ship sank in 1545. Be a well-rounded Tudor. Rule sets for these games. *Daldos*, backgammon, draughts (checkers).

Games on the Table. (4 Categories)
Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 1 hour
Thu Aug 1 4:00 PM - 5:00 PM Games
Learn what the 4 types of games are to understand rule sets faster. The types are *Tab*, race, race tables, and strategy. This class will discuss researching games and is a great place to learn how to find genuinely helpful sources. Knowing how to teach what type of a game a table game is, will help you explain its dynamics clearer leading to faster gameplay.

How to Create Your Own Equestrian Gaming Equipment
other, equestrian
THL Gesa van Wellenstein Aethelmearc 1.5 hours
Sat Aug 3 8:00 AM - 9:30 AM A&S 14
Covers equestrian gaming equipment including quintain (shock and spinning), ring stands, heads, and other fun obstacles. We will review the equestrian handbook for weapon regulations and possible set-ups for competitions.

Intro to *Go*
Games Staff No Kingdom 1 hour
Wed Jul 31 10:00 AM - 11:00 AM Games
Mon Aug 5 10:00 AM - 11:00 AM Games
Will teach the rules of the Japanese game *go* (also known as *weiqi* in China), and offer a chance to play afterwards.

Intro to *Xiangqi* (Chinese Chess)
gaming, far eastern
THL Louis Xavier de Navarre Midrealm 1 hour
Wed Aug 7 2:00 PM - 3:00 PM Games
A class on the basic rules and beginning tactics of the game, with time to play afterwards.

Intro to *Xiangqi* (Chinese Chess)
gaming, far eastern
Honorable Lord Simon de Spaldyng Atlantia 1 hour
Sun Aug 4 2:00 PM - 3:00 PM Games
Come learn the Chinese form of chess which dates back 1300 years to T'ang Dynasty. Boards and equipment provided for use.

Introduction to *Shogi* (Japanese Chess)
gaming, far eastern
THL Louis Xavier de Navarre Midrealm 1 hour
Fri Aug 2 2:00 PM - 3:00 PM Games
We'll teach the rules of *Shogi* or "Japanese Chess", describe a few historic variants, and have a chance to play a game. Teaching pieces will be available for use.

Morris Games
Games Staff No Kingdom 1 hour
Tue Jul 30 12:00 PM - 1:00 PM Games
Mon Aug 5 2:00 PM - 3:00 PM Games
Played by Roman soldiers, scratched into English church pews, and still played today. Morris games are a family of abstract strategy games in which you capture by getting 3 in a row.

Multiplayer Medieval Backgammon
gaming
THL Louis Xavier de Navarre Midrealm 1 hour
Thu Aug 8 2:00 PM - 3:00 PM Games
Learn variations of *Tables* (*Nard*, Backgammon) for 4 or 7 players.

Origins of Playing Cards and Tarot
gaming, multiple cultures
Madame Heather Midrealm 1 hour
Mon Aug 5 9:00 AM - 10:00 AM A&S 13
Handouts Limit 20
A discussion of the history of card gaming and its origins, its migration west, and taxonomy. From manufacturing techniques to cultural influences, as well as myth debunking; persona matching included. Examples to examine from throughout period and beyond will be available.

Pennsic 51 *Go* Tournament
Games Staff No Kingdom 1 hour
Wed Jul 31 1:00 PM - 2:00 PM Games
Thu Aug 1 1:00 PM - 2:00 PM Games
Fri Aug 2 1:00 PM - 2:00 PM Games
Sat Aug 3 1:00 PM - 2:00 PM Games
Sun Aug 4 1:00 PM - 2:00 PM Games
Mon Aug 5 11:00 AM - 12:00 PM Games
Tue Aug 6 1:00 PM - 2:00 PM Games
Wed Aug 7 11:00 AM - 12:00 PM Games
The Period Games staff are hosting an ongoing *Go* Tournament throughout the War. Games of *Go* may count towards the tournament at any time the Games Tent is open, but these designated times are provided to help you find opponents. There will be a prize to the player who defeats the most opponents throughout the War.

Pennsic 51 *Go* Tournament Finals
Games Staff No Kingdom 1.5 hours
Thu Aug 8 12:00 PM - 1:30 PM Games
The Game Tent is hosting an ongoing *Go* tournament throughout the War. This is the final time for tie-breaker games as needed. The winner will be announced and prize awarded at this time.

Period Backgammon Games
THL Louis Xavier de Navarre Midrealm 1 hour
Thu Aug 1 10:00 AM - 11:00 AM Games
Tables, Nard, and other ancestors of modern backgammon go back centuries. Period rules will be shared with a chance to play afterwards.

Period Card Games: *Karnoffel*
gaming, european
Maggie Bakestre Aethelmearc 1.5 hours
Sat Aug 3 2:00 PM - 3:30 PM Games
Mon Aug 5 12:00 PM - 1:30 PM Games
Wed Aug 7 12:00 PM - 1:30 PM Games
Looking for something to pass the time at events? Do you like to play cards? Come learn to play this oldest identifiable European card game (1426 reference).

Period Card Games: *Laugh and Lie Down*
Games Staff No Kingdom 1.5 hours
Tue Jul 30 10:00 AM - 11:30 AM Games
Sat Aug 3 4:00 PM - 5:30 PM Games
Laugh and Lie Down is an English card game known from at least 1522. Learn to play this 5-player "fishing" card game.

Period Card Games: *Losing Loadem*
Games Staff No Kingdom 1.5 hours
Fri Aug 2 4:00 PM - 5:30 PM Games
Losing Loadem is an English card game known from at least 1591. This is a trick-taking game where players try to get the lowest score, as in *Hearts*.

Period Card Games: *Tarot*
Games Staff No Kingdom 1.5 hours
Mon Jul 29 2:00 PM - 3:30 PM Games
Wed Jul 31 2:00 PM - 3:30 PM Games
Sun Aug 4 4:00 PM - 5:30 PM Games
Tue Aug 6 2:00 PM - 3:30 PM Games
Tarot is a trick-taking card game dating from 15th C Europe played with a special deck.

Pit and Stone Games (*Mancala*)
Games Staff No Kingdom 1 hour
Sat Aug 3 10:00 AM - 11:00 AM Games
Thu Aug 8 10:00 AM - 11:00 AM Games
Pit and Stone games are an ancient family of games of African origin. They have been played from antiquity to the modern day across a wide variety of cultures with hundreds of named variations.

Glass

***Divardi* Glass: Tricky or Tasty?**
Domina Keely the Tinker Aethelmearc 1 hour
Thu Aug 1 2:00 PM - 3:00 PM The Hot Shop merchant row next caravan creations
Tue Aug 6 1:00 PM - 2:00 PM The Hot Shop merchant row next caravan creations
Materials Limit 6 $5.00 samples of Divardi glass provided
Divardi glass has a history of being difficult to work with. Learn ways to work with this inexpensive glass.

A Brief History of Stained Glass Windows
glass
Armiger Epy Pengelly Atlantia 1 hour
Fri Aug 2 3:00 PM - 4:00 PM A&S 13
This will be a brief overview of the history of stained glass windows -- how they were made and how they changed. This will be more about technology and chemical composition, interconnected trade routes, reusing old pieces, and other such sundries, and less about iconography and uses.

Ancient Head Beads
Domina Keely the Tinker Aethelmearc 1 hour
Wed Jul 31 6:00 PM - 7:00 PM The Hot Shop merchant row next caravan creations
Mon Aug 5 6:00 PM - 7:00 PM The Hot Shop merchant row next caravan creations
Handouts Limit 6 $1.00
Materials Limit 6 $10.00 Glass and Equipment provided
Advanced class on Iron Age sculptural head beads from the Celts, Phoenicians and Romans.
Adult; hot gas/glass.
Adults Only! Advanced glass flamework

Beginning Beadmaking and Flamework
Lord Tw Aethelmearc 4 hours
Mon Jul 29 6:30 PM - 10:30 PM Livonia Smithery
Tue Jul 30 6:30 PM - 10:30 PM Livonia Smithery
Wed Jul 31 6:30 PM - 10:30 PM Livonia Smithery
Thu Aug 1 6:30 PM - 10:30 PM Livonia Smithery
Fri Aug 2 6:30 PM - 10:30 PM Livonia Smithery
Sat Aug 3 6:30 PM - 10:30 PM Livonia Smithery
Sun Aug 4 6:30 PM - 10:30 PM Livonia Smithery
Mon Aug 5 6:30 PM - 10:30 PM Livonia Smithery
Tue Aug 6 6:30 PM - 10:30 PM Livonia Smithery
Wed Aug 7 6:30 PM - 10:30 PM Livonia Smithery
Thu Aug 8 6:30 PM - 10:30 PM Livonia Smithery
Materials Limit 24 $5.00 Materials, touch fuel
This is an introduction into hot glass working, making your first bead, forming a glass sculpture.
Adult only; open flames.
Adults Only! Open flame and hot materials

Cloisonné 101
glass
Sazia de Sarro Midrealm 3 hours
Wed Jul 31 3:00 PM - 6:00 PM The Hot Shop merchant row next caravan creations
Sat Aug 3 10:00 AM - 1:00 PM The Hot Shop merchant row next caravan creations
Materials Limit 10 $40.00 Enamel, copper blanks, cloisonné wire, scooper tools (for inlaying enamel), paper towels, baby wipes, water, eye droppers, paint trays, spoons, pliers
Very basic intro to cloisonné technique of enameling. We'll address the techniques of wet inlay and wire forming of different shapes. Students will leave with a self-created pendant.
Ages 12 and up preferred due to materials used in the class. Completion of a piece typically takes about 2-2.5 hours. The additional time is scheduled for "open studio time" if students need additional time to work.
Adults Only! Use of powdered glass and hot kiln

Glass Animal Beadmaking 2
glass, multiple cultures
Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 3 hours
Thu Aug 1 11:00 AM - 2:00 PM The Hot Shop merchant row next caravan creations
Thu Aug 8 11:00 AM - 2:00 PM The Hot Shop merchant row next caravan creations
Materials Limit 6 $15.00 gas and glass
Intermediate lampworking; making glass animals. Observers welcome.

Glass Animal Beadmaking 1
glass, multiple cultures
Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 3 hours
Tue Jul 30 11:00 AM - 2:00 PM The Hot Shop merchant row next caravan creations
Tue Aug 6 6:00 PM - 9:00 PM The Hot Shop merchant row next caravan creations
Materials Limit 8 $15.00 gas and glass
Intermediate lampworking: making glass animals. Observers welcome. Make a bee, a pig, and a sheep.

Gold Leaf on Glass: *Verre Églomisé*
illumination, multiple cultures
Lady Dosalena della Mirandola No Kingdom 3 hours
Sat Aug 3 10:30 AM - 1:30 PM Guild Mirandola
Materials Limit 15 $8.00 22k gold leaf, glass, glue, tools
Glass gilding, or *verre églomisé*, was used since Roman antiquity and reached great popularity in the 14th and 15th centuries. It was incorporated into reliquaries, furniture, and *objects d'art*. Create a small *verre églomisé* work using gelatin water gilding technique. Hands-on!

Introduction to *Cloisonné* Enameling
glass, multiple cultures
Li Xia Avalcal 3 hours
Mon Aug 5 12:00 PM - 3:00 PM A&S 4
Tue Aug 6 11:30 AM - 2:30 PM A&S 4
Materials Limit 15 $10.00 All materials and tools required to complete a pendant or token
Hands on, introductory class for glass enameling on copper. Please bring a design suitable for a 1" square or circular token. **No age restrictions**, but this class involves flame. The instructor reserves the right to refuse anyone who demonstrates they cannot respect everyone's safety. **Under age participants must have a responsible adult within audible and visual range of the tent at all times.**

Making Glass Cabochons
glass, multiple cultures
Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 2 hours
Fri Aug 2 1:00 PM - 3:00 PM The Hot Shop merchant row next caravan creations
Mon Aug 5 1:00 PM - 3:00 PM The Hot Shop merchant row next caravan creations
Materials Limit 8 $15.00 gas and glass
Making glass cabochons, intermediate lampworking. Includes making glass game pieces.

Pennsic Glass Challenge
glass, multiple cultures
Li Xia Avalcal 3 hours
Tue Jul 30 7:00 PM - 10:00 PM A&S 4
Wed Jul 31 7:00 PM - 10:00 PM A&S 4
Thu Aug 1 7:00 PM - 10:00 PM A&S 4
Fri Aug 2 7:00 PM - 10:00 PM A&S 4
Sat Aug 3 7:00 PM - 10:00 PM A&S 4
Sun Aug 4 9:00 AM - 12:00 PM A&S 4
Materials Limit 12 $5.00 All equipment, materials, and tools will be provided for each daily challenge. If you have your own favourite glass-rated safety glasses (didymium), please bring them along.
Looking for beadmaking enthusiasts of all skill levels! If you can work at a beadmaking torch, safely, without direct supervision, join us! This is a fun challenge meant to push individuals along their own learning paths, to try something new and find new horizons in their creativity and technical skill. This is **not** a competition. Back again by popular demand at Pennsic 50! Visit tinyurl.com/glassapprentice for more information.

Tools of the Flame
beads, other
Domina Keely the Tinker Aethelmearc 1 hour
Wed Jul 31 11:00 AM - 12:00 PM The Hot Shop merchant row next caravan creations
Fri Aug 2 11:00 AM - 12:00 PM The Hot Shop merchant row next caravan creations
Mon Aug 5 11:00 AM - 12:00 PM The Hot Shop merchant row next caravan creations
Hands-on discussion of tools and equipment needed to begin making glass beads. Students may see and handle tools and discuss the cost of a start-up kit.

Health and Safety

Herbal Remedies and Balm Making
Aediva of Cratorne Aethelmearc 1 hour
Fri Aug 2 9:00 AM - 10:00 AM A&S 4
Handouts Limit 10 $1.00
Materials Limit 10 $2.00 Balm making and tin
Go over medicinal herbs and make and take an herbal balm.

Introduction to Medicine, 1549
medicine, anatomy, 16th-century italian, alchemy, all ages welcome, astronomy, persona
Rozi Galea No Kingdom 1.5 hours
Thu Aug 1 2:30 PM - 4:00 PM A&S 1
After two thousand years of Galenic theory, Italy, in the mid-1500s ushered a turning point in

western medicine. Key to this was in how medicine was learned and taught. Your instructor has been an assistant to the great Professor of Anatomy Andreas Vesalius and others at the famed University of Padua, and brings the latest thinking to the University of Pennsic.

Medicine, Physick, and Surgery
Lord Erich von Kleinfeld Atlantia 2 hours
Wed Aug 7 12:00 PM - 2:00 PM A&S 15
An overview of the three "official" branches of healthcare (physicians, surgeons, apothecaries), with a look at other trades such as midwife, herbalist, etc. Handouts for all classes: http://www.3fgburner.net/#info.
NOTE "Pennsic University does not advocate the adoption of any diagnostic method or course of treatment not performed by properly licensed practitioners in accordance with modern world medical (or legal) standard of care. This class will present medically (or legally) significant information for purely informational purposes only. The University strongly recommends that you always inform, and obtain advice from, modern world medical (or legal) professionals before altering or starting any course of diagnosis or treatment (or engaging in any legal practice) based on this class."

Medieval Military Medicine in the High Middle Ages
medicine, healers, herbals, war, military, knights, surgery, medicinal gardens
Lady Sonnet de Saint-Coutant Aethelmearc 1 hour
Tue Aug 6 10:00 AM - 11:00 AM A&S 7
From literary references to healing herbs and surgeon sisters to historical accounts of healers sweeping in as the fighting died down, this class will paint a vivid picture of the healing practices available to the wounded in England and France during the eleventh, twelfth and thirteenth centuries.
During this period, conflict raged between France and the Angevin Empire, as well as France and Occitania. Historical accounts describe warriors possessing enough medical knowledge to sew each other up and produce miraculous recoveries.
In addition to describing events of surviving a siege by the grace of medical intervention, I will provide a handout showcasing medicinal recipes from the medieval herbals housed in the special collections at the University of Pennsylvania.

Scalpels and Sex: Intersex Surgical Histories
history, queer, transgender, intersex, medicine, surgery, western europe
Sarah Midrealm 1 hour
Mon Aug 5 12:00 PM - 1:00 PM A&S 13
Wed Aug 7 3:00 PM - 4:00 PM A&S 13
In the 13th century, surgeons became increasingly interested in "correcting" intersex bodies to make them match a "natural" male-female binary. Surgeons' preoccupation with intersex genitalia reveals concerns about what it meant to be human and what it looked like to be human. As difficult as it is to recover the agencies and perspectives of intersex individuals from these accounts, it is still worth attempting, and these accounts reveal to some extent a desire to choose one's own gender and, at times, no desire to surgically alter their bodies to be in line with binary systems. **Adult only. Sexual content. Adults Only! Discussion of sex and genitalia**

Yoga for Anyone and Everyone: On Runestone Hill
multiple cultures
Oavan No Kingdom 1 hour
Wed Jul 31 11:00 AM - 12:00 PM Runestone
Thu Aug 1 11:00 AM - 12:00 PM Runestone
Tue Aug 6 11:00 AM - 12:00 PM Runestone
Wed Aug 7 11:00 AM - 12:00 PM Runestone
All-level friendly, basic *vinyasa* class, open to complete beginners and seasoned yogis. Bring your own mat, towel and water; prepare to work and relax. Additional classes at 4 pm on 8/5 and 8/6 at Horde Camp.

Yoga for Fighters, Dancers and Everybody
multiple cultures
Gav Atlantia 1 hour
Sun Jul 28 8:00 AM - 9:00 AM Dance
Mon Jul 29 8:00 AM - 9:00 AM Dance
Tue Jul 30 8:00 AM - 9:00 AM Dance
Wed Jul 31 8:00 AM - 9:00 AM Dance
Thu Aug 1 8:00 AM - 9:00 AM Dance
Fri Aug 2 8:00 AM - 9:00 AM Dance
Sat Aug 3 8:00 AM - 9:00 AM Dance
Sun Aug 4 8:00 AM - 9:00 AM Dance
Mon Aug 5 8:00 AM - 9:00 AM Dance
Tue Aug 6 8:00 AM - 9:00 AM Dance
Wed Aug 7 8:00 AM - 9:00 AM Dance
Thu Aug 8 8:00 AM - 9:00 AM Dance
Yoga for all levels! Bring mat or towel for the floor plus strap, scarf, or strip of cloth for class if you can; some loaner mats and straps will be available. If you have blocks, please bring them if you can! This class is geared for folks who have never done yoga through seasoned practitioners. Amendments for poses will be offered as we go, and each class will build upon the one before, however, anyone can jump in at anytime. Class will begin with a few minutes of breath work followed by approximately 45 minutes of yoga.

Heraldry

Basic Sign Heraldry for Court
language, court heraldry
Mistress Tegan de Moreton Atlantia 1 hour
Sat Aug 3 9:00 AM - 10:00 AM A&S 7
Tue Aug 6 12:00 PM - 1:00 PM A&S 7
Learn the basic signs used by Sign Heralds for signing in court. If you want to be a Sign Herald or if you are an interested member of the audience who wants to know what Sign Heralds are signing, this course is for you. No prior knowledge of American Sign Language or Sign Heraldry is required

Heraldry for Scribes
device heraldry, scribal
THL Owen Tegg Aethelmearc 1 hour
Sat Aug 3 11:00 AM - 12:00 PM Æthelmearc 2
Handouts Limit 10
Learn how to turn the verbal description of armory into art! We will cover the basics of how to decode a blazon, research heraldic terms, and touch on heraldic guidelines for scroll text. (This part will be somewhat Æthelmearc-centric, but most of the class applies to all kingdoms.) If you've ever been stumped by terms like "per saltire" "goutty-de-sang" or "affonty" then this is the class for you!

How to Cry Like a Herald
voice heralding
Honorable Lady Shoshanah bas Nachman Calontir 1 hour
Mon Aug 5 2:00 PM - 3:00 PM A&S 3
Handouts Limit 15
Want to herald a list or court event? Give camp cries? Simply be understood at the back of the hall or by everyone in a crowd? This is a short course on the art of making yourself understood over a long distance: voice projection (not shouting!), enunciation, and a few tips.

History: Africa/Middle East

***Ifriquiya* : Medieval North Africa**
africa
Lord William de Hirst Atlantia 1 hour
Tue Aug 6 2:00 PM - 3:00 PM A&S 16
Handouts Limit 25
A brief historical overview of North Africa in the Middle Ages, from the Muslim conquest to around 1500.

Concerning Mohammed and the Well-Guided Caliphs
middle eastern
Master Cariadoc West 1 hour
Tue Aug 6 11:00 AM - 12:00 PM A&S 1
Concerning Our Lord the Prophet Mohammed (Blessings upon Him, his Kindred and his Companion Train) and the Well-Guided Caliphs. A history of the early years of Islam, taught in persona from the standpoint of a 12th-century North African Muslim.

Fez: a Medieval Center of Art and Learning
africa, arabic, libraries, mediterranean, middle east, middle eastern, north african, trade, iberia, medieval, history
Mu'allimah Tala al-Zahra No Kingdom 1 hour
Fri Aug 2 11:00 AM - 12:00 PM A&S 16
Mon Aug 5 11:00 AM - 12:00 PM A&S 16
Handouts Limit 25 $1.00
This class explores the vibrant history of medieval Fez, a North African city that was internationally known for exceptional artistry, scholarship, and trade. Through maps, photos, diagrams, and artifacts, we will delve into the city's development under Berber rule. We will also examine Fez's role as a socio- and geopolitical nexus between Africa, Western Europe, and the Mediterranean.

Introduction to Cuneiform Script
cuneiform, ugaritic, akkadian, sumerian, clay tablet
Rabat Aelia Suphunibal Atlantia 1 hour
Sun Aug 4 5:00 PM - 6:00 PM A&S 17
Come learn about the most ancient writing system of humanity. We will discuss the origins of writing, and the development of cuneiform writing. We will also discuss the different languages that used cuneiform script. Finally, each participant will learn how to make a stylus, and will have the opportunity to write their own cuneiform tablet.

Introduction to Islam through History
Christy Fricks Atlantia 1 hour
Tue Jul 30 11:00 AM - 12:00 PM A&S 16
Handouts Limit 14
A basic introduction to the history and traditions of Islam. Taught for the curious or those who want to learn more about religions of the world.

Presented from a historical dialogical point of view. Not a class for political or religious debate!

Law in the Lands of Peace
middle eastern
Master Cariadoc West 1 hour
Thu Aug 1 1:30 PM - 2:30 PM A&S 1
A class on *Fiqh*, Muslim law, taught in persona from the point of view of the Maliki school.

Roman Africa
africa, ancient, roman
Noble Salvia Repentina Atlantia 1.5 hours
Thu Aug 1 10:00 AM - 11:30 AM A&S 16
Sun Aug 4 10:00 AM - 11:30 AM A&S 16
The African provinces of the Roman Empire were renowned for their wealth, agriculture and centers of culture. We'll answer some basic questions and add a bit more depth to our understanding of what life in this section of the Roman empire was like.

History: Asia

TEA 101: A Tasty History of Tea
tea, food culture, japan, china
Lady Kitsuko Tsukino Midrealm 2 hours
Mon Jul 29 9:00 AM - 11:00 AM The Hot Shop merchant row next caravan creations
Mon Aug 5 9:00 AM - 11:00 AM The Hot Shop merchant row next caravan creations
Handouts Limit 10 $1.00
Materials Limit 20 $3.00 12 different teas, and bottled water
TEA 101 is a basic tea history: pre-1600s along with a chance to try 12 different kinds of tea and learn the science behind brewing tea. (Please bring your own cup for the tasting but no pewter or metal cups without insulation to protect your hand from the heat of the tea.)

The Shining People: the Tocharians and Their World
Lord William de Hirst Atlantia 1 hour
Thu Aug 1 9:00 AM - 10:00 AM A&S 15
Handouts Limit 25
The most enigmatic and far-flung of the Indo-European peoples, the Tocharians thrived in the hard deserts of Central Asia and grew rich on the Silk road, spreading culture and religion. Who were they? How did they get there? What was life like among them? Find out all that and more, along with language and persona creation tips.

History: Europe

16th-Century Western Erotica - CCt
european
Mistress Magdalena La Sanguigni Atlantia 2 hours
Wed Jul 31 2:00 PM - 4:00 PM Courtesan College
Sat Aug 3 3:00 PM - 5:00 PM Courtesan College
Handouts Limit 30 $5.00
I Modi (*The Ways*), also known as *The Sixteen Pleasures*, is a famous erotic book of the Italian Renaissance in which a series of sexual positions were explicitly depicted in engravings. We will examine images from this work and others that explore sexual art for its own sake. There are handouts available. Because of the nature of the class, **age 18+ only.**
Adults Only! Material is inappropriate for children.

A Baker's Dozen of Deaths
Lady Katerin ferch Gwenllian Midrealm 1 hour
Thu Aug 8 10:00 AM - 11:00 AM A&S 5
Trigger warning: infant loss. Learn about 13 people whose deaths from natural causes led to the rise and fall of the Tudor dynasty.

A Family of Remarkable Women
european
Lady Katerin ferch Gwenllian Midrealm 1 hour
Fri Aug 2 10:00 AM - 11:00 AM A&S 5
Everyone knows that Eleanor of Aquitaine was an amazing woman, but what shaped her personality, and what was it like to be raised by her? We will examine the women of her family, starting with her scandalous grandmother and going on to see what became of her many daughters and granddaughters.

A Game of "Hide the Distaff": The Distaff Gospels
european, womens history, literature, folk wisdom
Honorable Lady Muirenn ingen ui Muirchertaig Aethelmearc 1 hour
Sun Aug 4 4:00 PM - 5:00 PM Bog U
In 1460-something France, during the dark period between Christmas and Candlemas, a clerk sat down for six nights with local women during their nightly spinning circle and recorded their wisdom. The intent of the author cannot be said to be wholly feminist, or even kind of feminist, but the collection of folk wisdom contained in this text offers at least a muddled image of common women's discourse and priorities. It is also hysterically funny, and more than a little ribald. Come learn some history, and laugh until you cry, as long as you are **over 18. Age limit.**
Adults Only! Although there are plenty of teenagers who might be fine with the content of the class, it can get ribald, and I do not want someone being uncomfortable due to a child and not having as much fun as a result.

A History of Sex Toys - CCt
Lady Rosie Dubroc Midrealm 1 hour
Wed Aug 7 2:00 PM - 3:00 PM Courtesan College
Handouts Limit 20
Since prehistoric times, people have been using objects to satisfy their sexual desires or enhance their sexual experiences with their partner. This class explores the origins of the adult toys available today. **Adult only. Sexual content.**
Adults Only! Sexually explicit material

Accounting in the Middle Ages
Mistress Briony of Chatham East 1 hour
Sun Aug 4 12:00 PM - 1:00 PM A&S 14
Handouts Limit 15
The same system used by businesses today was created side-by-side with modern business before the 15th century. Come and learn the details. You will never see depreciation the same way again.

Advancements in Battlefield Medicine & Prosthetics
european
THL Elisabeta Fischer Midrealm 1 hour
Mon Aug 5 11:00 AM - 12:00 PM A&S 18
Advancements in battlefield medical care and the use of prosthetics during the Middle Ages and how these two things are connected.

Atlantis in the Middle Ages
history, european
Lord Tempus Peregrinator Ealdormere 1 hour
Sat Aug 3 4:00 PM - 5:00 PM A&S 12
From Plato's pen to today, the story of Atlantis as it moved from the maritime culture of Greece to what we know today.

Bidding the Bedes: Introduction to Paternosters
beads, european, paternoster, rosaries, paternosters
Dame Elizabethe Alles Midrealm 1 hour
Tue Aug 6 9:00 AM - 10:00 AM A&S 14
Materials Limit 20 $5.00 Beads, silk thread, needle, bead tip
In the 13th-16th centuries in western Europe, prayer beads were a ubiquitous accessory. This class discusses the history and development of the paternoster, as well as information on making your own replica. Kits will be available to make a glass paternoster.

Broadside Baddies and Tudor True Crime Drama
Lady Katherine Coscombe Midrealm 1 hour
Tue Aug 6 12:00 PM - 1:00 PM A&S 8
With the advent of the printing press came the first tabloids. The broadsides were full of lurid tales of murder, adultery, and deviance which captivated the Elizabethans. This fascination with crime expressed itself in emergent forms of art and entertainment, including morbid ballads and "ripped from the broadsides" dramas on the Elizabethan stage. **Adult only: topics of murder and adultery.**
Adults Only! discusses murder & adultery

Carolingian Legend for Dummies
history, mythology, legends, 14th century, 13th century, 12th century
Baron Reinhold von Glier Midrealm 1 hour
Tue Jul 30 9:00 AM - 10:00 AM A&S 13
The Legendarium surrounding Charlemagne was one of the three great Heroic mythologies of the European Middle Ages and universally known across Western Europe, but the many (and often contradictory) legends can be impenetrable to newcomers. We will demystify the major characters, the primary plot threads, the interplay with Arthurian Legend, and leave class members with an understanding of the place these legends held in the medieval mind as well as how the knightly class viewed itself in comparison to them.

Classical Cryptology: Codes and Ciphers
multiple cultures, cryptography
Lord Bryn of Celyddon Midrealm 1 hour
Sun Aug 4 11:00 AM - 12:00 PM A&S 7
Handouts Limit 20
Codes and ciphers from antiquity to the Renaissance. Hands-on class will allow students to learn about the ancient and medieval forms of encryption. Please bring writing instrument.

Elizabeth Bathory, the Blood Countess
other
Frusina Pisica Aethelmearc 1 hour
Tue Aug 6 9:00 AM - 10:00 AM A&S 15
Elizabeth Bathory was a 16th-century noblewoman with a penchant for torture. Legend has immortalized the more familiar Dracula but few people know about the Blood Countess of Transylvania. This class will examine the life and depravity of Elizabeth Bathory. **Adult Only. Graphic content.**

Adults Only! Due to the graphic content of the class

English Rosaries and Paternosters
european, beads, history, paternosters, rosaries
Dame Elizabethe Alles Midrealm 1.5 hours
Mon Aug 5 12:00 PM - 1:30 PM A&S 14
Handouts Limit 25 $1.00
Focus is on prayer beads (paternosters) in England from the 11th to 16th C, especially the impact of the English Reformation.

Evolution of Black Powder Arms from 1320-1600
european
Lord Erich von Kleinfeld Atlantia 1 hour
Wed Aug 7 3:00 PM - 4:00 PM A&S 15
History and development of black powder arms from 1320-1600. This is a **non**-shooting lecture/discussion class covering period firearm technology. Handouts for all classes: http://www.3fgburner.net/#info.

Gay Vikings: Sex and Gender in Norse Society
european, queer, viking
Lorefather Þorfinnr Hróðgeirsson East 1 hour
Sat Aug 3 2:00 PM - 3:00 PM Bog U
The idea of the Viking warrior is a strong cultural idiom that pervades medievalism, especially in the early period. In some ways, this idea of a violent, gruff raider taking riches and assaulting women reflects in our modern society as a symbol of masculinity gone wrong, and medieval Christian writers certainly want us to believe they were savage outsiders with no place in society. But how did Norse society look from the inside? What about women? What do we know about the expected gender roles and how they were enforced? What happened to those who deviated? Class will discuss the evidence we have from a variety of sources, and provide possible interpretations of that evidence.
Please be aware that the class will discuss sex, sexual abuse, and violence, especially violence directed at sexual and gender minorities. Content warnings will be offered around the most sensitive sections. **Age 18+.**
Adults Only! Content potentially unsuitable for children.

Gay Vikings: Sex and Gender in Norse Society
european, queer, viking
Lorefather Þorfinnr Hróðgeirsson East 1 hour
Wed Aug 7 11:00 AM - 12:00 PM A&S 13
The idea of the Viking warrior is a strong cultural idiom that pervades medievalism, especially in the early period. In some ways, this idea of a violent, gruff raider taking riches and assaulting women reflects in our modern society as a symbol of masculinity gone wrong, and medieval Christian writers certainly want us to believe that the Norse were savage outsiders with no place in society. But how did Norse society look from the inside? What about women? What do we know about the expected gender roles and how they were enforced? What happened to those who deviated? Class will discuss the evidence we have from a variety of sources, and provide possible interpretations of that evidence. Please be aware that the class will discuss sex, sexual abuse, and violence, especially violence directed at sexual and gender minorities. Content warnings will be offered around the most sensitive sections. **Age 18+.**
Adults Only! Content potentially unsuitable for children.

Gender Roles of the Viking Age
viking era, culture
Lord Godfrey de Moffett Lochac 1.5 hours
Tue Jul 30 12:00 PM - 1:30 PM A&S 15
Sun Aug 4 12:00 PM - 1:30 PM A&S 13
Tue Aug 6 3:00 PM - 4:30 PM A&S 15
Handouts Limit 1
This course will look at the Sagas along with material finds to examine the gender roles of the Viking Age in an effort to gain a better understanding of the historical realties of daily life for the Norse people as well as the mythological power of gender. This course will look at the power of women in the Norse world and what it meant to be a man, and how the spectrum of honor and dishonor functioned to police both male and female behaviors.

Hammer of the Witches: Witch Hunts and Trials
european
Master Morien MacBain Aethelmearc 1.5 hours
Thu Aug 1 10:00 AM - 11:30 AM A&S 15
A textual survey of the With Hunt Mania with special foci on the *Malleus Maleficarum* and *The Discoverie of Witchcraft* .

History and Importance of Bast Fibers
Lady Miriam Ester bat Issachar Atlantia 1 hour
Sun Aug 4 11:00 AM - 12:00 PM A&S 13
Enter the fun world of bast fibers. Come learn how rotting and heckling can be good things, how an annoying plant changed the "scale" of fishing, how a weed helped develop period world-wide warfare, and how blond hair can be related to sexy underwear.

Icelandic Turf Houses
architecture, viking
Baroness Orianna Fridrikskona Aethelmearc 1 hour
Thu Aug 1 2:00 PM - 3:00 PM A&S 15
Wed Aug 7 10:00 AM - 11:00 AM A&S 14
Handouts Limit 20 $1.00
The settlers of Iceland brought the turf house construction process with them in the 9th and 10th C. We will look at the construction methods of the turf house, the interior layout, and changes made to the turf house through the 11th and 12th C based on archeological remains and reproduction builds in Iceland.

Jesus Christ: War Chief
saxony, 9thc, poetry, epic, carolingian, religion
Lord Lothar Atlantia 1 hour
Wed Aug 7 10:00 AM - 11:00 AM A&S 5
The *Heliand* is a retelling of the gospel of Jesus from the point of view of the Saxon warrior culture. We will examine this primary source for insight into the use of epic poetry in converting the Saxons to Christianity in the 9th century.

Joan of Arc: Artillerist, Fraudbuster and Saint
William West 1 hour
Wed Jul 31 1:00 PM - 2:00 PM A&S 14
A short summary of the life of an artillery expert, fraudbuster and saint who was of moderate importance to the continued survival of the French monarchy, covered by historical enthusiast (and agnostic), William of Porto, focusing on the accomplishments of her career and just how overwhelmingly implausible they are. I am fundamentally confused about what happened if we don't assume miracles occurred, but I'll still be happy to tell you everything I know about one of the most extraordinary people I've ever encountered in the pages of history.

Justice by Blood and Iron
european, law
Lord Alexander of Ayr Atlantia 1.5 hours
Thu Aug 1 12:00 PM - 1:30 PM A&S 3
For centuries various European societies resolved some of their greatest legal disputes through a procedure where two people tried to slaughter each other. This class aims to address a single question: Why? Why in the name of all that is just, and at least slightly sensible, would people, cultures, and entire kingdoms agree to this? In the process of answering this question we'll look at various techniques and legal practices that marked these trials, specific cases which were resolved by combat, and the lasting legacy of trial by combat on our own system of justice.

Miraculous, Mysterious, Medieval Theatre
theater, european, theatre, history
Lady Katherine Coscombe Midrealm 1 hour
Sun Aug 4 11:00 AM - 12:00 PM A&S 8
Handouts Limit 15
A look at the death and rebirth of theatre in the Middle Ages, from religious condemnation to church-sponsored epic pageants and passion plays.

Moorish Spain
history
Lord Tempus Peregrinator Ealdormere 1 hour
Thu Aug 8 3:00 PM - 4:00 PM A&S 12
An overview of the whole 800 years of the Moors in Spain. A history of where they came from, how and why they went there, what they did there and what happened after they were driven out. This was a long period of time but it has had long lasting effects on Europe and the whole world. And we'll try to squeeze all that into an hour..

Mythbusting Period Piracy
european
Captain Elias Gedney East 2 hours
Tue Jul 30 11:00 AM - 1:00 PM A&S 5
Mon Aug 5 9:00 AM - 11:00 AM A&S 12
The differences between period and non-period piratical portrayals will be outlined. Common myths and mistakes about piracy in the SCA period will be highlighted.

Naval Warfare in the SCA Period: An Overview
european
Captain Elias Gedney East 2 hours
Wed Jul 31 9:00 AM - 11:00 AM A&S 5
A discussion of naval warfare as conducted in the SCA period. Basic concepts, economic and strategic influences, supply and design constraints, and the changes wrought by technical revolutions in construction and armament.

Night's Black Agents: Elizabethan Espionage
european
Master Morien MacBain Aethelmearc 1.5 hours
Thu Aug 1 12:00 PM - 1:30 PM A&S 13
Walsingham! Sneaky Jesuits! Perfidious Albion! The Gunpowder Plot! (Ok, that's Jacobean, not Elizabethan, but away we go!)

Nineteen Irish Goddesses
european, irish, religion, goddesses
Lady Líadan Liathán Midrealm 1 hour
Thu Aug 1 1:00 PM - 2:00 PM Battlefield Loud 2
Handouts Limit 10 $2.00
Sure, you know Brigid, but the Irish revered so many other goddesses. Learn their names and hear the stories of fifteen more deities and demi-deities. Come with an open heart. Leave with their names in your hearts and on your lips.

Risqué Pompeii: Art Under the Volcano - CCt
Lady Rosie Dubroc Midrealm 1 hour
Sat Aug 3 7:00 PM - 8:00 PM Courtesan College
Upon the discovery of Pompeii, and its neighbor Herculaneum, Victorian explorers were both surprised and horrified by what they found. The sexually explicit artwork they uncovered would forever change their view of Ancient Rome and eventually lead to our modern concept of pornography. Come have a look at the artwork that caused such an uproar that it was hidden away for nearly two centuries. **Age 18+.**
Adults Only! Sexually explicit material

Roman Calendar & Holidays: Celebrate like Caesar!
roman, time, calendar, ancient, celebration, year, holiday
Vaaaaaalll!!! East 1 hour
Wed Aug 7 9:00 AM - 10:00 AM A&S 15
Ever wonder why there are 7 days in a week but 12 months, or why December translates to "10th month"? Find out why our calendar became what it is today, or just want to have fun celebrating Roman holidays like *Lemuria* and spitting beans to ward off bad luck. I'll be sharing my research so far into the weird, wacky, wooly Roman year.

Romania: Myths, Monsters, Legends
Frusina Pisica Aethelmearc 1 hour
Tue Aug 6 1:00 PM - 2:00 PM A&S 10
An overview of Romania's myths, superstitions, and monsters.

Sadomasochism in Religious Art - CCt
Lady Rosie Dubroc Midrealm 1 hour
Thu Aug 1 1:00 PM - 2:00 PM Courtesan College
Handouts Limit 20
This class looks at Western European depictions of Christian saints and martyrs and focuses on the abundance of violence often with sexual overtones present in this art. **Adult only. Sexual content.**
Adults Only! Sexually explicit material

Ships in the SCA Period: A Chronological Overview
european
Captain Elias Gedney East 2 hours
Fri Aug 2 11:00 AM - 1:00 PM A&S 5
Mon Aug 5 2:00 PM - 4:00 PM A&S 2
A comprehensive overview of the development of ships in western Europe between 600 and 1600.

Sisters in Arms: Women in Combat in Late Period
european
Lady Katerin ferch Gwenllian Midrealm 1 hour
Wed Aug 7 9:00 AM - 10:00 AM A&S 5
Handouts Limit 25 $2.00
Learn about some of the many women who took up arms in the 14th and 15th centuries -- their roles, their reasons, and their styles.

The Court of Laws & Limbs: Intersex Legal Presence
medieval, western europe, intersex, transgender, queer, legal
Sarah Midrealm 1 hour
Tue Aug 6 12:00 PM - 1:00 PM A&S 13
Thu Aug 8 11:00 AM - 12:00 PM A&S 13
The legal record indicates, primarily, an interest with defining intersex people as either male or female so as to be able to determine their ability to marry, serve as clerics or legal witnesses, or inherit. Despite this attempt to create a binary, the legal record also suggests a legal understanding of a third sex that was later lost. The legal record rarely takes into account the agencies and choices of intersex individuals, but some of their desires can nonetheless be recovered in terms of their choices in marriage, gender, and gendered activities.`**Adult only. Sexual content.**
Adults Only! Discussion of sex and genitalia

The English Reformation
european, history, english, england, reformation
Dame Elizabethe Alles Midrealm 2 hours
Mon Aug 5 9:00 AM - 11:00 AM A&S 7
Handouts Limit 25 $1.00
Basics of the English Reformation: timeline, politics, major players, and what differentiates it from the continent.

The Great Plague of 1347
european, history, culture, medicine
Lord Tempus Peregrinator Ealdormere 1 hour
Thu Aug 1 4:00 PM - 5:00 PM A&S 12
The plague of 1347 was a cause of great upheaval in Europe, affecting the daily life of all strata of society and changing the world. This class will examine how the plague changed everything and made the modern world we know today.

The History of Consent - CCt
history, courtesans
Dr. Dr. Ken Mondschein No Kingdom 1 hour
Fri Aug 2 1:00 PM - 2:00 PM Courtesan College
The idea of "consent" dates back to medieval theologians. We'll introduce the idea of "consent," how it came from Christian ideas of marriage, how it was used (and abused) in period, and how our modern ideas differ from those of the past. **Adult only; sexual content.**
Adults Only! Courtesans' College

The History of Prostitution - CCt
european
Mistress Magdalena La Sanguigni Atlantia 2 hours
Thu Aug 1 2:00 PM - 4:00 PM Courtesan College
Wed Aug 7 7:00 PM - 9:00 PM Courtesan College
Handouts Limit 30 $5.00
A survey of the history of prostitution, from the late Roman era to 1600 CE. We will be covering such topics as the formation of red light districts, brothel management, contraception, municipal laws, church law, and the garb and identification of a prostitute within this time period. **Age 18+.**
Adults Only! Subject matter is inappropriate for children

The Richest Man Who Ever Lived: Jakob Fugger
european
Meister Friderich Swartzwalder Aethelmearc 1 hour
Tue Aug 6 3:00 PM - 4:00 PM A&S 14
A look at the life of the richest man who ever lived (depending how you calculate it); Jakob Fugger: the Augsburg banker who financed Popes, Kings and Emperors. His fortune would today be valued between 300 and 400 billion US dollars. Fugger is responsible for redefining banking and finance as well as establishing modern capitalism. His impact reached across Europe.

The Rise and Fall of the Great North Sea Empire
viking era, culture, 11th century
Lord Godfrey de Moffett Lochac 1.5 hours
Tue Jul 30 10:00 AM - 11:30 AM A&S 15
Sun Aug 4 3:00 PM - 4:30 PM A&S 15
Tue Aug 6 1:00 PM - 2:30 PM A&S 15
Handouts Limit 1
This course will look at the life of Cnut the Great, his father Sweyn Forkbeard, and how his rise to power both in England and across the North Sea would have a lasting impact on England. We will also look at how one might even point to him as the first true King of England, how his reign would put in motion the events that would lead to the downfall of Anglo-Saxon England in 1066, and how his policies as King of the North Sea Empire is in many ways the final nail in the coffin of the old pagan Norse way of life.

The Way of Saint James: Pilgrims to Santiago
european
Master Morien MacBain Aethelmearc 2 hours
Fri Aug 2 12:00 PM - 2:00 PM A&S 15
We will examine the legends, history, and lore of the *Camino de Santiago*, with special emphasis on the nature of medieval pilgrimage, sites of special historic, religious, and cultural importance along the route, plus advice for planning and completing the pilgrimage today. Taught by former pilgrims. *¡Buen camino!*

Two Suns in the Sky: The War for the Mediterranean
William West 1 hour
Sat Aug 3 3:00 PM - 4:00 PM A&S 15
“Just as there is only one God in heaven, so there can only be one empire on the earth,” wrote Ibrahim Pasha, vizier of the Ottoman Emperor Suleiman the Magnificent. The Catholic Desiderus Erasmus phrased it differently: “The rumor… is that the Turk will invade Germany with all his forces, to do battle for the grand prize, whether Charles" - Holy Roman Emperor Charles I and V - "or the Turk be monarch of the entire world, for the world cannot abide two suns in the sky.” Over the course of the sixteenth century, the two mightiest empires in Europe (both multicontinental, both the heirs of Rome) squared off in Hungary, in the Mediterranean and throughout the Balkans for control of the world, ending with a land battle fought at sea that historian Roger Crowley calls the bloodiest day before the first World War. This class tells that story, and the story of why neither of them got it.

Viking Poetics: Form and Function
viking era, poetry
Lord Godfrey de Moffett Lochac 1 hour
Thu Aug 1 2:00 PM - 3:00 PM A&S 3
Mon Aug 5 12:00 PM - 1:00 PM A&S 3
Tue Aug 6 10:00 AM - 11:00 AM A&S 3
Handouts Limit 1
A look at how the sagas are constructed, the methods and meanings behind their construction, and how poetry in the Viking Age worked as the primary method of political messaging as well as communicating the values of the Norse peoples.

When Debt Collectors Repossessed Constantinople
William West 1 hour
Thu Aug 1 12:00 PM - 1:00 PM A&S 15
The Fourth Crusade - for which the Pope has personally apologized, though really it was mostly not his or his office's fault - is one of the most fascinating and bizarre stories in European history. It's the epic tale of a band of Crusaders who started out attempting to retake Jerusalem and ended up causing the downfall of the Byzantine Empire. This short class attempts to cover the story in only an hour, with time for questions.

When in Rome: The Odd and the Risqué - CCt
other
Lucretia Marcella Midrealm 1 hour
Fri Aug 2 2:00 PM - 3:00 PM Courtesan College
Handouts Limit 25 $2.00
Odd, naughty, and downright strange aspects of Ancient Rome to entertain and enlighten. **Under 18 not admitted even with adult.**
Adults Only! There will be some very mature topics discussed and some images that are inappropriate for juveniles . Under 18 not admitted even with adult.

Women in the Elizabethan Book Trades
women, bookmaking, elizabethan, printing
Dame Ursula Mortimer Midrealm 1 hour
Fri Aug 2 1:00 PM - 2:00 PM A&S 14
Results of recent scholarship in the field of English 16th-century printing, bookselling, and their associated trades, especially in London, with a focus on the involvement of women. Stereotypes debunked and bibliographies shared.

Illumination

***Attavante* Made Easy**
scribal, illumination
THL Rachel Dalicieux Aethelmearc 3 hours
Wed Jul 31 12:00 PM - 3:00 PM Æthelmearc 2
Sun Aug 4 10:00 AM - 1:00 PM Æthelmearc 2
Handouts Limit 10 $2.00
I will teach you how to make an "*Attavante* Box" in the style of Attavante deli Attavanti and his frontispiece to the *Codex Heroica*. The goal of this class is to create an *Attavante*-style scroll blank that can be used or donated as you see fit. This is an intermediate-level class that assumes that you are comfortable drawing or tracing basic acanthus leaves and have painted scrolls using gouache. Please bring your illumination kit with you. Some gouache and paintbrushes will be available if needed.

"Ah-Canth-Be-Leave It" Acanthus Leaves and Decor
Master Adnar Dionadair Ealdormere 1.5 hours
Wed Aug 7 10:00 AM - 11:30 AM Æthelmearc 1
A step-by-step process to create acanthus leaves and other décor; bring your creativity on!

A Scribal Garden: Flowers in the Margin
illumination, european
Maestro Piero di Paxiti da Vincenza Ealdormere 2 hours
Sat Aug 3 11:00 AM - 1:00 PM Æthelmearc 1
I will introduce you to painting flowers with a very helpful technique... Setting up your own step by step instructions for later!

Brush Techniques and Skills for Illumination
Lady Dosalena della Mirandola No Kingdom 1 hour
Sun Aug 4 5:00 PM - 6:00 PM Guild Mirandola
Materials Limit 15 $2.00 paint and tools
Learning the ideal paint viscosity, how to properly hold a brush, load the right amount of paint, and apply it to a surface can be a game changer for painting in the true medieval style with skill and finesse. Come learn tips on brush and painting skills!

Celtic Knotwork Made Easy
Triona MacCasky East 1 hour
Tue Aug 6 4:00 PM - 5:00 PM Bog U
Like to add celtic knotwork to your art but think it's too complicated? I will teach you a simple method of drawing basic knotwork that can be used for decorating scrolls or other art projects.

Chinese Diapering: Carved Lacquer of Ming Dynasty
illumination, far eastern
Baron Sasson de Sancta Victoria Aethelmearc 1.5 hours
Wed Jul 31 1:00 PM - 2:30 PM Æthelmearc 1
Tue Aug 6 1:00 PM - 2:30 PM Æthelmearc 1
Handouts Limit 20
You'll never lack for scroll ideas when you take inspiration from Ming Dynasty lacquer! Learn how in this hands-on scribal class.

Cloudwork: Lacquer Deco. of the W. Han Dynasty
illumination, far eastern
Baron Sasson de Sancta Victoria Aethelmearc 1.5 hours
Tue Jul 30 1:00 PM - 2:30 PM Æthelmearc 1
Mon Aug 5 1:00 PM - 2:30 PM Æthelmearc 1
Handouts Limit 20
A hands-on exploration of Han Dynasty decorative motifs and their practical application to SCA scrolls.

Combat Scribal How-To
Meisterin Amalie Reinhardt Aethelmearc 1 hour
Fri Aug 2 11:00 AM - 12:00 PM Æthelmearc 2
Mon Aug 5 11:00 AM - 12:00 PM Æthelmearc 2
Handouts Limit 10 $1.00
Need to do a last minute scroll? Learn some tips, tricks, and what should be in your kit in this class.

Creating a Scribal Kit for Beginners
Triona MacCasky East 1 hour
Wed Aug 7 12:00 PM - 1:00 PM Æthelmearc 2
You've decided to give the scribal arts a try, but, wow, there are so many different supplies. This class will go over the basic things that you need to get started.

Crimson Certificates: *Joseon* Royal Cert Format
illumination, far eastern
Baron Sasson de Sancta Victoria Aethelmearc 1.5 hours
Thu Aug 1 1:00 PM - 2:30 PM Æthelmearc 1
Wed Aug 7 1:00 PM - 2:30 PM Æthelmearc 1
Handouts Limit 20
Add both text & context to your Asian-inspired scrolls. Learn the structure of *Joseon* court documents & hands-on techniques to improve your scrolls.

Demystifying Whitework
scribal, illumination
THL Owen Tegg Aethelmearc 1 hour
Thu Aug 1 3:00 PM - 4:00 PM Æthelmearc 1
Handouts Limit 10 $5.00
Materials Limit 10 $15.00 optional squirrel hair paintbrush
This class will cover tools, materials, techniques, and designs for whitework, largely in the ~14th C English and French style, though the knowledge is broadly applicable to many styles of illumination. Beginner-intermediate, digital handout is free. Materials fee is **optional** and includes a squirrel-hair paintbrush.

Drawing Islamic Geometric Patterns
scribal arts, islamic studies, mathematics
Mary of Caer Draeth Ealdormere 1.5 hours
Wed Aug 7 9:30 AM - 11:00 AM Æthelmearc 2
Handouts Limit 10
Materials Limit 10
Are you mesmerized by the intricate geometry of Islamic decoration? Come learn to how recreate historically accurate patterns using a compass and ruler. We will use Eric Broug's step-by-step method to create your own 4-fold and 6-fold templates. We will discuss various ways to apply this technique to illuminate your Known World.

Easy Celtic Knotwork
Triona MacCasky East 1 hour
Sun Aug 4 9:00 AM - 10:00 AM Æthelmearc 1
Like to add Celtic knotwork to your art but think it's too complicated? I will teach you a simple method of drawing basic knotwork that can be used for decorating scrolls or other art projects.

Egg Tempera on Panel+Object Part II: Make Paint
illumination, multiple cultures
Lady Dosalena della Mirandola No Kingdom 3 hours
Tue Aug 6 1:00 PM - 4:00 PM Guild Mirandola
Materials Limit 15 $7.00 fee is for all materials: traditional gessoed panel, pigments, brushes, tools.
Egg tempera is an ancient medium dating to the Egyptians and used throughout history. Virtually all panel paintings executed before mid-1400s used solely the yolk of the egg and mineral pigments as the paint. Tempera was also used on objects and sculptures. This second part of the workshop will cover making paint from mineral pigments and all techniques for a medieval-painting method. Hands-on. Materials included, beginner to advanced. Can attend only one section.

Egg Tempera Painting on Panel+Object Part I: Gesso

illumination, multiple cultures

Lady Dosalena della Mirandola No Kingdom 3 hours

Fri Aug 2 3:00 PM - 6:00 PM Guild Mirandola

Materials Limit 15 $8.00 Fee is for all materials: gesso panel, pigments, eggs, brushes, tools.

Egg tempera is an ancient medium dating from the Egyptians through today. Tempera reached its height in medieval and Renaissance Europe. Virtually all panel paintings executed before the mid-1400s used solely the yolk of the egg as the binder. Class is in-depth, hands-on. Part I covers panel and object prep, handmade gesso, and all info needed to authentically prep surfaces for polychrome and painting. Materials included; beginner to advanced. Possible to attend single sessions.

Gemmy Gems!

scribal, illumination

THL Rachel Dalicieux Aethelmearc 1 hour

Fri Aug 2 3:00 PM - 4:00 PM Æthelmearc 1

Tue Aug 6 11:00 AM - 12:00 PM Æthelmearc 2

Handouts Limit 10 $2.00

I will show you an easy way to make 3-D, clear cabochon gems that seem to pop off the page. Please bring your favorite color plus your favorite blending white, and a paint brush. A small amount of loaner materials will be available.

Gold Leaf for Scrolls+MS: Period to Modern

illumination, multiple cultures

Lady Dosalena della Mirandola No Kingdom 3 hours

Fri Aug 2 10:00 AM - 1:00 PM Guild Mirandola

Thu Aug 8 10:00 AM - 1:00 PM Guild Mirandola

Materials Limit 20 $8.00 gold leaf, glues, paper, parchment, pergamenata, tools

Understand gold leaf methods for illumination by making a sample page on parchment, paper, and perg of period and modern glue as well as application. Class will focus on period fish glue, garlic, glair, plus modern gesso, permacol and miniatum for paper and parchment. Learn application tricks for glue, and tips for a perfect finish in both period and modern methods. Bring your gilding questions and problems for troubleshooting and analysis! Create small gilded samplers on parchment, pergamenata, and paper. All materials included.

Goldleafing Made Easy

goldleafing

Mistress Roewynne Langley Midrealm 2 hours

Wed Jul 31 9:00 AM - 11:00 AM Æthelmearc 1

Handouts Limit 15 $13.00

Materials Limit 15 $2.00 Booklet and Gold leaf patent and other supplies used.

Learn how to leaf the easy way with garlic and patent leaf! Class limit is 15. Using a 22k gold patent leaf, you learn hands-on how to smoothly leaf. Learn how to make smooth borders and flat corners.

Goldleafing Made Easy

Mistress Roewynne Langley Midrealm 2 hours

Tue Jul 30 9:00 AM - 11:00 AM Æthelmearc 1

Handouts Limit 15 $13.00

Materials Limit 15 $2.00 Booklet and Gold leaf patent and other supplies used.

Using patent gold leaf and garlic, you will learn how to make smooth rows and flat corners, among other things. Come join me; it's easy to do!

Goldleafing Made Easy

Mistress Roewynne Langley Midrealm 2 hours

Sun Aug 4 10:00 AM - 12:00 PM Guild Mirandola

Handouts Limit 15 $13.00

Materials Limit 15 $2.00 Booklet and Gold leaf patent and other supplies used.

Using patent gold leaf and garlic glue, a small piece of Bristol board will be provided. Learn how to do seamless borders and flat corners. Come join me, it's easy to do!

Grinning Grotesqueries: *Luttrell Psalter*

scribal, illumination, marginalia

THLady Gwen Cooke Aethelmearc 2 hours

Thu Aug 1 9:00 AM - 11:00 AM Æthelmearc 1

Handouts Limit 25 $1.00

Materials Limit 10 $5.00 Notecards $1, paint palette and paint $4

Explore the weirdness steeped in the pages of the *Luttrell Psalter*, and even have a chance to play with the white work and shading of the odd critters. There will be notecards with base colors and designs already painted, and waiting to include whitework. This is a hands-on class!

Indigo *Sutras*: Illuminated Buddhist Manuscripts

illumination, far eastern

Baron Sasson de Sancta Victoria Aethelmearc 1.5 hours

Fri Aug 2 1:00 PM - 2:30 PM Æthelmearc 1

Thu Aug 8 1:00 PM - 2:30 PM Æthelmearc 1

Handouts Limit 20

Black Hours have nothing on these! Learn how the need for preservation resulted in one of the most visually arresting forms of Buddhist art.

Intro to Bar and Ivy Illumination

Baroness, THL Fiona the Volatile East 3 hours

Fri Aug 2 2:00 PM - 5:00 PM A&S 6

We will learn to create a bar and ivy scroll blank and look at examples of this illumination style. We'll learn how to lay out the design, along with appropriate colors for this style. This is a hands-on class. Everyone will leave with a finished scroll blank.

Intro to Celtic Knotwork 5-Dot Technique

irish, celtic, scribal

Lady Sorcha Dhocair ingeanUi Ruairc East 1 hour

Mon Aug 5 11:00 AM - 12:00 PM Æthelmearc 1

Wed Aug 7 9:00 AM - 10:00 AM Æthelmearc 1

Learn to create Celtic knotwork using the 5-dot technique.

Late Period Illumination from Printed Books

illumination, european

Dame Fredeburg von Katzenellenbogen Aethelmearc 1 hour

Mon Aug 5 10:00 AM - 11:00 AM Æthelmearc 1

Practice layout and designs for pen- and ink-style scroll borders inspired by block-printed title pages and borders. We'll also discuss adding color.

Make Beautiful Scrolls using Micography

Meisterin Amalie Reinhardt Aethelmearc 1.5 hours

Thu Aug 1 10:00 AM - 11:30 AM Æthelmearc 2

Wed Aug 7 1:00 PM - 2:30 PM Æthelmearc 2

Handouts Limit 10 $5.00

First we will learn about micography and how it was used in manuscripts. Then we will work on plotting out designs and practice what we have learned to create some art. Will not have handouts available past 10 gentles, but the handout is also online.

If you have lightboards, pencils, and dip pens with a crow nib (or C-6), bringing them would be appreciated, but not necessary. Instructor will have some, but may not be able to cover all participants.

(Handouts are in full color.)

Making Shell Gold

scribal, illumination

THL Rachel Dalicieux Aethelmearc 2 hours

Tue Jul 30 3:00 PM - 5:00 PM Æthelmearc 2

Handouts Limit 10 $1.00

I will show you how to take a booklet of loose gold leaf and turn it into shell gold that you can use in your illuminating. It's not as hard as you might think! You **must** bring your own book of genuine loose-leaf gold with you...**not** Patent/paper-backed.

Medieval Miniatures: The Stick Figure Method

european, illumination, scribal

Maestro Piero di Paxiti da Vincenza Ealdormere 1 hour

Sat Aug 3 12:00 PM - 1:00 PM Æthelmearc 2

Drawing 14th- and 15th-century miniatures can seem very threatening, but I will show you a simple method to make it less intimidating!

Not an Artist's Way to Create a Scroll

scribal, arts, paints, caligraphy, beginner, arts and crafts

Lady Umbriana Campana Aethelmearc 2 hours

Wed Aug 7 3:00 PM - 5:00 PM Æthelmearc 1

Thu Aug 8 11:00 AM - 1:00 PM Æthelmearc 2

Handouts Limit 20 $0.50

Materials Limit 20 $0.50 na no fee, the $1 is if the person whats to donate to the cost of paints, paper etc. otherwise I prefer to not charge.

This is for anyone who truly thinks they cannot make a scroll. I am here to show you that anyone can. This class is open to all ages. You will participate in making a blank scroll or note. You will leave with a handout. Equipment is loaned for the class but kept by the teacher for future classes.

Open Scribal Time
multiple cultures
Mistress Liadhain Aethelmearc 1 hour
Fri Aug 2 9:00 AM - 10:00 AM Æthelmearc 2
Sun Aug 4 10:00 AM - 11:00 AM Æthelmearc 1
Mon Aug 5 3:00 PM - 4:00 PM Æthelmearc 2
Tue Aug 6 10:00 AM - 11:00 AM Æthelmearc 2
Tue Aug 6 12:00 PM - 1:00 PM Æthelmearc 1
Take advantage of our clean, well-lit space to work on existing projects or to try your hand at calligraphy and/or illumination.

Parchment Medallion Make-and-Take
scribal, illumination
Honorable Lady Nichola Beese Aethelmearc 2 hours
Mon Aug 5 1:30 PM - 3:30 PM Guild Mirandola
Materials Limit 15 $5.00 Parchment, frane, glass cabochon, use of painting materials, glue
Make a painted medallion on parchment with a wearable frame and cabochon.

Screaming Snails: Doodling Marginalia Decorations
illumination, multiple cultures, marginalia, scribal
THLady Gwen Cooke Aethelmearc 2 hours
Wed Jul 31 9:00 AM - 11:00 AM Æthelmearc 2
Thu Aug 8 10:00 AM - 12:00 PM Æthelmearc 1
Materials Limit 20 $8.00 Pendant pieces - $4, paint supplies to share $1; Notecards $1
A make-and-take scribal class where students will create notecards and an insert for a pendant based on popular marginalia designs, as well as start on a small scroll blank if there's time. There will also be a handout with common marginalia designs, including simple line work for future scroll uses. Come learn a little about those screaming snails and strange creatures that inhabit the margins of our manuscipts!

Scribal Tea
scribal
THLady Gwen Cooke Aethelmearc 2 hours
Mon Aug 5 1:00 PM - 3:00 PM Æthelmearc 3
Scribal Tea: Gather with us on Monday, August 5, from 1-3PM in Æ Royal to meet your fellow scribes. We'll have delicious snacks, wonderful company, and delightful scribal activities!

Scribe on the Go: Portable Scribe Kits
scribal, calligraphy, illumination
Maitresse Yvianne de Castel d'Avignon Aethelmearc 1 hour
Thu Aug 1 12:00 PM - 1:00 PM Æthelmearc 2
Handouts Limit 10 $1.00
You could get on Amazon and order something for a few hundred $$ or put together a custom, lightweight and portable set of tools and materials that meet your specific needs and preferences for a small fraction of the price. We will briefly discuss the tools and containers used by a traveling medieval scribe, then quickly move on to modern options.

Spicy Marginalia: Phallus Frolics and Lewd Lickers
scribal, marginalia, illumination
THLady Gwen Cooke Aethelmearc 2 hours
Tue Aug 6 10:00 AM - 12:00 PM Æthelmearc 1
Handouts Limit 30 $1.00
Ever wonder about those X-rated images we sometimes see in the margins of manuscripts? Ever wonder about the history behind them or want to see some of the strange themes that medieval scribes created and leaned into? This class will delve into the history behind the naughty nuns, lewd lickers, frolicking phalluses, and any number of other adult-themed illuminations. We'll talk about why those particular pieces of marginalia stick with our imaginations. We will also talk strategy for using this sort of illumination in our Modern Medieval World with the disclaimer "know your audience." Ever wanted to see scribal work in a plain brown paper? If so, then this class is for you! **Adult; 16+ with parental consent and presence.**
Adults Only! This class will cover some of the SPICY marginalia found in manuscripts - including phalluses, inappropriate licking, butt trumpets, and nuns behaving badly. If there is parent's consent - the class would be fine for 16 year olds and up (with parental presence)

Style Break Down: Italian White Vine
illumination, 15thc
THL Owen Tegg Aethelmearc 1 hour
Sun Aug 4 1:00 PM - 2:00 PM Æthelmearc 1
Handouts Limit 10 $10.00
In-depth discussion of the anatomy of white vine style, including step-by-step views. Bring pencils and something to draw on! Beginner & intermediate friendly.

The Sketchbook Is the "Pell Work" of Drawing, Pt 1
Mistress AElvyeva of the Hazel Thicket East 1 hour
Mon Aug 5 12:00 PM - 1:00 PM Æthelmearc 1
You'd rather give a speech nekkid to high school graduating class with your secret crush sitting in the front row than let people see inside your sketchbook? No worries! I'm bringing **mine** to let you paw through. See my scribbly lines, the preliminary drawings that are weird and wobbly, and the faces that look like Marty Feldman but not so handsome. I might see if I can find my sketchbooks from junior high. I think they're here somewhere.

The Sketchbook Is the "Pell Work" of Drawing, Pt 2
Mistress AElvyeva of the Hazel Thicket East 1 hour
Tue Aug 6 2:00 PM - 3:00 PM Æthelmearc 2
I will bring my collection of things to sketch. This includes spheres, cubes, cones, a nifty large plastic bust of Michelangelo's David (he doesn't blink or fidget), and a couple of other things. Then I'll sit and sketch in real time. People can join in if they like or can just watch me noodle. The idea is to continue to try to convince people that drawing is a trainable skill, practice matters, and sometimes it helps just to see how someone else does it. Hint: it tends to be sloppy. That's okay.

Versals and Other Capitals
Master Adnar Dionadair Ealdormere 1.5 hours
Tue Jul 30 11:00 AM - 12:30 PM Æthelmearc 2
Easily construct those pesky capitals! A step by step process to help your creativity.

Jewelry

De Lapidibus
multiple cultures
Master Cariadoc West 1 hour
Thu Aug 1 4:00 PM - 5:00 PM A&S 1
A class on gemstones, taught in (Muslim) persona, based on period sources.

Basic Wire Working
largess, jewelry, wire work
Lady? Karin Jacobsdotter East 2.5 hours
Wed Aug 7 3:00 PM - 5:30 PM A&S 10
Handouts Limit 10 $1.00
Materials Limit 10
Learn how to make wrapped loops, hook and eye clasps and cabochon wrapping.

Byzantine Chainmail for Beginners
Rian Fitzpatryk Midrealm 1.5 hours
Tue Jul 30 1:00 PM - 2:30 PM A&S 18
Handouts Limit 10 $1.00
Materials Limit 10 $4.00 Chainmail rings and handouts
In this class you will learn to make a Byzantine chainmail necklace that you can take home with you. I will have pliers that you can use in class as well as handouts.

Deducing a Jewel from Pictures
metal
Master Cariadoc West 1 hour
Mon Aug 5 1:00 PM - 2:00 PM A&S 3
Handouts Limit 30
How to design and construct a replica of a period jewel working from pictures taken in a museum, published, or found online.

Full Persian Chainmail: Intermediate
Rian Fitzpatryk Midrealm 1.5 hours
Wed Jul 31 1:00 PM - 2:30 PM A&S 18
Handouts Limit 10 $1.00
Materials Limit 10 $4.00 Chainmail rings and handouts
Make a full Persian chainmail necklace to take home. I will have pliers that you can use in class as well as a handout.

Handmade Veil Pins
THL Tilla Chandler Midrealm 1 hour
Fri Aug 2 4:00 PM - 5:00 PM A&S 5
Handouts Limit 10 $1.00
Materials Limit 10 $2.00 enough wire for 6 pins and beads for 3 pins
Veil pins are useful to hold your veil to your head/coif/wimple and add a little bling. I will be teaching how to make two versions of veil pins, one with beads and one without. If you have jewelry pliers (needle nose, or flat), wire cutters, small hammer, and/or files, please bring them to class. I will have a small assortment of tools needed, however, but not enough for a full class. You will leave with 2 sets of 3 veil pins.

JLP ("Jens Pind Linkage") for Experience
Rian Fitzpatryk Midrealm 1.5 hours
Fri Aug 2 1:00 PM - 2:30 PM A&S 18
Handouts Limit 10 $1.00
Materials Limit 10 $4.00 Chainmail rings and handouts
Make a Jens Pind Linkage chainmail necklace. This class is a little more advanced but can be learned if you have taken my first two classes or have worked with chainmail before. As in the other classes I will have pliers for you to use and hand outs

Make Your Own Roman-Style Brooch (*Fibula*)
beads, multiple cultures
TH Baroness Gina Dragoni Ealdormere 1 hour
Thu Aug 1 1:00 PM - 2:00 PM A&S 5
Fri Aug 2 1:00 PM - 2:00 PM A&S 5
Sat Aug 3 1:00 PM - 2:00 PM A&S 5
Sun Aug 4 1:00 PM - 2:00 PM A&S 5
Mon Aug 5 1:00 PM - 2:00 PM A&S 5
Tue Aug 6 1:00 PM - 2:00 PM A&S 5
Wed Aug 7 1:00 PM - 2:00 PM A&S 5
Materials Limit 30 $2.00 includes wire, beads and use of tools. If you have your own jewellery tools, please bring them along.
You will enjoy learning how to make your own Roman-style brooch or *fibula* from wire and a package of glass/metal beads. Jewelry-making tools will be available, but if you have your own, **please** bring them along. **Age 12+.**
Adults Only! You will need some muscles to work the metal wire into the shape of your choice.

Metal Fabrication: Piercing, Sawing, and Filing
metal
Lady? Karin Jacobsdotter East 3 hours
Tue Aug 6 3:00 PM - 6:00 PM A&S 11
Handouts Limit 10 $1.00
Materials Limit 6 $2.00 Saw blades, sand paper, sheet metal
Learn basic metal fabrication techniques using frame saws, drills, and files, to make a small brass pendant with pierced holes. Teens ok, younger needs adult.
Adults Only! Teenagers ok, younger needs responsible adult

Ooh, Shiny! Design and Manufacture of SCA Coronets
Sir AElfwyn Langanwuda Ealdormere 1 hour
Wed Jul 31 3:00 PM - 4:00 PM A&S 11
Sat Aug 3 9:00 AM - 10:00 AM A&S 10
Handouts Limit 20 $2.00
I've been making metal coronets for over two decades, and was Laurelled in 12th century metalworking. Come along with me as I discuss some of my lessons learned, research into period techniques and designs, tools, assembly, getting started, patterning etc., etc., etc. This is an information only class, questions and discussions are very welcome.

Period Jewelry You Can Make
metal, european
Master Cariadoc West 1 hour
Mon Aug 5 3:00 PM - 4:00 PM A&S 3
Handouts Limit 30
A class on how to make simple period jewelry.

Period Jewelry: A Slide Show
metal, multiple cultures
Master Cariadoc West 2 hours
Thu Aug 1 8:00 PM - 10:00 PM A&S 3
Slides of jewels from museums, ranging from migration period through Renaissance.

Viking Wire Weave Basics
metal, jewelry, viking, viking era, weaving
Lady Sorcha Inghean Ui Choinin East 2 hours
Sun Aug 4 9:00 AM - 11:00 AM A&S 1
Tue Aug 6 9:00 AM - 11:00 AM A&S 1
Handouts Limit 10 $2.00
Materials Limit 10 $8.00 Copper "sextapus" $.50, wooden dowel $.50, draw plate $1, craft wire $2, end cones $2.50, clasp $1.50
Viking wire weave is a period-correct art form that is fun, easy and inexpensive. Also known as *trichinopoly* or Viking Knitting, there is archaeological evidence for wire chains constructed using “circular plaiting” in Viking burials and treasure hoards dating as early as the 8th century to as late as the 12th century. Come learn with the Mistress of Wire herself! You will learn how to make a *sextapus* to hold your chain in place, a basic 6-loop pattern, draw plate techniques, and how to finish the ends to add a clasp.

Viking Wire Weave Roundtable
metal, jewelry, viking, viking era
Lady Sorcha Inghean Ui Choinin East 2 hours
Thu Aug 8 11:00 AM - 1:00 PM A&S 5
Calling all Viking Wire Weave Enthusiasts!!! Want to take your wire weaving skill to the next level? Come see more advanced techniques and projects. It's stitch-and-bitch, but with wire!

Martial Classes

***Destreza* Principles and Philosophy**
rapier, destreza, spanish, martial
Lord Alessandro Devereaux Aethelmearc 1 hour
Mon Jul 29 10:00 AM - 11:00 AM Rapier Field
Destreza is a principle-based martial art. It starts with an idea about the ideal way to approach a fight, and develops techniques based on that idea. This is different from many styles, which start with some techniques that work and develop an approach around those techniques. This class will look at the fundamental principles and approaches of *Destreza* and do some drills that illustrate the principles. The class is intended for people with fencing experience. It's not primarily "Here's how to make *Destreza* work" but rather "Here's what *Destreza* is and how to think about fitting your existing techniques into its framework. Participants will need rapiers or similar weapons. Masks are suggested but optional; no other armor is needed. I will have a small number of loaner weapons available.

15th-Century Complex Shields and their Function
Baron Reinhold von Glier Midrealm 1 hour
Wed Jul 31 11:00 AM - 12:00 PM A&S 14
In the 15th century there was an explosion of fantastical shield shapes - some only depicted in art, but many represented by physical examples. Handle recreations to understand the unique functions being pursued by late medieval martial artists.

Bodywork for Fighters and Fencers
fighting, bodywork, martial, rapier, rattan, heavy weapons, rapier combatant, martial arts
Dr. Dr. Ken Mondschein No Kingdom 1 hour
Mon Aug 5 9:00 AM - 10:00 AM Rapier List 3
Handouts Limit 12 $20.00
No matter what our discipline, our martial-arts fun takes a toll on our bodies! We'll do some yoga poses, self-massage, and strengthening for sore and injured fighters. Maybe you've got some good stretches you'd like to show us? Bring long (40" or longer), thickish stick (rattan is great) and a carpet, blanket, yoga mat, or something else to lie on! Copies of *The Art of the Rapier* (which has a chapter on this) will be available for $20, but are **optional**.

Coke vs Moxie Challenge
archery
Lady Isabella Altoviti East 1 hour
Tue Aug 6 9:00 AM - 10:00 AM Red Archery Field
Do you have Moxie or are you Classic like Coke? Enjoy a bubbly option for a refreshing novelty shoot. Archers will compete to win a Coke or a Moxie.

Combat Archery Tactics from *The Senryaku*
sca combat, far eastern
Master Morien MacBain Aethelmearc 1.5 hours
Sat Aug 3 12:00 PM - 1:30 PM A&S 12
An introduction to the 36 strategies of *The Senryaku*. with plenty of applications for the Scadian Combat Archer.

Filipino Knife Fighting
martial, knife, martial arts
Lord Alessandro Devereaux Aethelmearc 1 hour
Mon Aug 5 2:00 PM - 3:00 PM Armored List Blue
We will learn and drill knife attacks and defenses based on Filipino martial arts (*escrima/kali/arnis*). If you have a training knife please bring it, but I will have plenty of trainers (of varying levels of quality) available. **Warning: Knives in Use.**

French *Bâton*: A Living Stickfighting Tradition
martial, traditional arts, fencing, historical combat
Dr. Dr. Ken Mondschein No Kingdom 1.5 hours
Sat Aug 3 9:00 AM - 10:30 AM Rapier List 3
Handouts Limit 12 $0.25
Bâton is the living descendant of the longsword. Come learn the fundamentals of this European martial tradition. Bring a fencing mask. padded gloves, and also a gambeson and shin protection if you want to do contact drills. **Age 16+.**
Adults Only! Liability; we'll be swinging sticks around. (Can do 16+)

Horsin' Around Without Horses
equestrian, agriculture
Armiger Epy Pengelly Atlantia 2 hours
Thu Aug 1 12:00 PM - 2:00 PM Battlefield West
Join equestrians from across the Known World! Challenge your friends or family members to the equestrian games on foot, learn more about equine husbandry, and try lifting a lance yourself! This activity is open to participants of all ages.

Introduction to Combat Archery
heavy weapons, multiple cultures
Meister Friderich Swartzwalder Aethelmearc 1 hour
Fri Aug 2 9:00 AM - 10:00 AM A&S 12
Sun Aug 4 1:00 PM - 2:00 PM A&S 12
Have you ever wanted to be a part of the action on the battlefield, but didn't want to swing a sword? Have you ever wanted to shoot back at that pesky archer who keeps killing you? Give combat archery a try. The class will cover the basics of combat archery, what equipment you need, the rules, and basic tactics.

Introduction to Fiore's Italian Longsword
hma, longsword, fiore, fencing
Master Llwyd Aldrydd Atlantia 1 hour
Thu Aug 1 10:00 AM - 11:00 AM Rapier List 3
Fri Aug 2 10:00 AM - 11:00 AM Rapier List 3

Basics of Fiore's longsword techniques with some sample plays from the longsword, sword in one hand, and sword in armor sections of his 1409 manual. Focus will be on plays that are legal for SCA rulesets including rapier, cut and thrust, rebated steel, and armored. A limited number of longsword wasters will be available for use or bring your own. All plays will be performed in a slow, controlled fashion. No armor required. Links to source material, translations, and videos for this class and other Fiore topics will be provided.

Middle Kingdom Youth Rapier Rules Refresher
youth, rapier
Dono Oda Umi Midrealm 1 hour
Wed Jul 31 2:00 PM - 3:00 PM Youth Rapier List
Wed Aug 7 2:00 PM - 3:00 PM Youth Rapier List
Handouts Limit 25 $2.00
A refresher on the new rules for all youth rapier marshals. This is a good class refresher for those youth sparring authorized as well.

Period Black Powder Firearms: Safety and Handling
black powder, european
Lord Erich von Kleinfeld Atlantia 2 hours
Sat Aug 3 3:00 PM - 5:00 PM Gunnery Point on Mt Eislinn:
Wed Aug 7 5:00 PM - 7:00 PM Gunnery Point on Mt Eislinn:
Firearm safety, handling, and shooting procedures for small arms and artillery, 1320-1600. Owners of period arms are requested/encouraged to bring them and help with coaching newer shooters. Powder and match are supplied by instructor. **Ages 18+.** Handouts for all classes: http://www.3fgburner.net/#info. Under 18 may watch, but cannot handle arms or powder.
Adults Only! 18+, limitation of liability -- No handling of black powder firearms by minors

Rattan Weapon Making: Part 2
heavy weapons
Lord Patrokles Athenaios Aethelmearc 1 hour
Thu Aug 1 3:00 PM - 4:00 PM A&S 11
A step up from beginner rattan sword-making; teaches skills like grip shaving plus attaching mace, pole arm, and axe heads to a haft. In short, how to go from making a basic rattan sword to making a rattan weapon that fits you best, be it a greatsword, axe, mace, pole arm or spear.

Shooting a Crossbow: Archery
archery
Master Denys the Decadent Aethelmearc 2 hours
Tue Jul 30 11:00 AM - 1:00 PM Gold Archery Field
Wed Jul 31 11:00 AM - 1:00 PM Red Archery Field
Thu Aug 1 11:00 AM - 1:00 PM Gold Archery Field
Come learn about shooting a crossbow at the Archery Field.

Stick to Sword: Rattan Weaponmaking 101
heavy weapons
Lord Patrokles Athenaios Aethelmearc 1 hour
Tue Jul 30 1:00 PM - 2:00 PM A&S 10
This class is designed to turn a rattan stick into a list-legal rattan weapon in under an hour. Show up with a stick, leave with a weapon!

Meetings

Adult Doll Meet
multiple cultures
Lady Bianca Aethelmearc 2.5 hours
Thu Aug 8 10:00 AM - 12:30 PM A&S 10
This class is geared towards adults who collect or want to collect dolls and stuffed animals. Please bring your favorite doll or animal, as we will be making a special friend for them. **Adults 18+ only**, because these hobbies can be expensive.
Adults Only! Because doll hobbies can be expensive.

Æthelmearc Pelican Meeting
other, order meeting, meeting
Mistress Arianna of Wynthrope Aethelmearc 1 hour
Sat Aug 3 10:00 AM - 11:00 AM Aethelmaerc Royal Camp
Order meeting for members of the Order of the Pelican living in Æthelmearc.

Bog Barter
Lavender June No Kingdom 3 hours
Sun Aug 4 1:00 PM - 4:00 PM Bog U
In the tradition of Barter Town, the barter spirit comes to Bog U for those of us who always want to make it up top to barter but never seem to get the chance! Have you ever stayed up 'til blue and slept through Barter Town five years in a row? Is your leather loincloth perfect for the swamp but perhaps not quite the thing for the Great Hall? Do you always miss the dragon due to pirate shenanigans but still have booty to trade? Then maybe, just maybe, bartering in the bog is the answer. Come join us to find new homes for cherished items, discover new treasures, and gift or trade crafted goods while sharing good times. Please note that there is no exchange of money. Only bartering, swaps, and gifting. Hope to see you there!

Book Lovers' Tea
Baroness Gwenllyen the Minstrel Midrealm 2 hours
Fri Aug 2 1:00 PM - 3:00 PM A&S 13
Please bring your favorite book(s) to discuss. Books with medieval themes and topics are encouraged but not required. Bring paper and pencil to jot down new authors to check out. Iced tea, water and treats will be provided. For those of you who attended last year, don't forget your homework!

Bronze and Iron Age Meetup
bronze age, iron age, early period, ancient, display
Rabat Aelia Suphunibal Atlantia 2 hours
Sat Aug 3 2:00 PM - 4:00 PM A&S 17
Part meetup, part round able, part interactive display. Meet and chat with other folks focused on ancient research, share resources and projects. Bring your show-and-tell and WiPs! Please contact Suphunibal (suphunibal @ gmail.com) for more information or to arrange an activity or reserve display space.

Disabilities at Pennsic: A Roundtable
disability
THL Geneva de St. Martine Midrealm 1.5 hours
Thu Aug 1 2:00 PM - 3:30 PM A&S 12
Attending Pennsic requires some unique challenges for those of us dealing with physical and mental disabilities. Who knows better how to cope than those of us who have made it work? Lady Geneva has attended Pennsic for 10 years with her mobility scooters and walkers, and is eager to facilitate the exchange of knowledge that we can offer each other.

Garbed Plushie Gathering
Sarah le Payller East 2 hours
Wed Aug 7 10:00 AM - 12:00 PM East Kingdom Royal Hall
Calling all well-dressed plushies! Come show off your fancy (or not so fancy) outfits at the Garbed Plushie Gathering. Open to all ages. It is not necessary to attend the entire two hours, but please be sure to collect your plushies by noon.

Guild of Saint Barbara Annual Meeting
multiple cultures
Baroness Kathryn Ramsey East 1 hour
Sat Aug 3 10:00 AM - 11:00 AM Gunnery Point on Mt Eislinn:
The Guild of Saint Barbara will having its annual meeting on Middle Saturday at 10 am. The meeting will cover safety, new items, and also go over the firing schedule for Pennsic 51. Please join us for this informative session and feel free to bring questions. There will be a break between the meeting and training. Please **DO NOT** bring powder to Pennsic!
Adults Only! Safety reasons

Guild of St Severus
Lady Staeina Knytir Atlantia 1 hour
Tue Jul 30 4:00 PM - 5:00 PM A&S 5
Meeting of the East Kingdom knitting guild. This will be a particularly important meeting, after missing a few years! Bring a project, bring a friend, bring a friend's project.

Known World Chatelaine Gathering
chatelaine, sca governance
Lady Elizabeth Parker Aethelmearc 1 hour
Tue Aug 6 10:30 AM - 11:30 AM Aethelmaerc Royal Camp
Local, Regional and Kingdom Chatelaine get-together. Sharing ideas, meeting face-to-face and having fun together. I'll bring cookies!

Known World Players Company Meeting
kwp, theater, meeting, known world players
Perronnelle de Croy East 1 hour
Tue Aug 6 12:00 PM - 1:00 PM A&S 9
All members of the KWP are welcome to attend the company meeting where we discuss upcoming shows, available positions among the housekeepers, finances, and needs for the KWP.

Known World Webminister Social
Meisterin Amalie Reinhardt Aethelmearc 2 hours
Tue Aug 6 10:00 AM - 12:00 PM A&S 5
A roundtable discussion and forum for webministers from around the Known World. Discuss issues, exchange ideas and suggestions related to the office.

Lace Maker's Tea
lace, european, 16th-century, 16thc, 16th-century english, 16th-century italian, 16th-century french, 16th-century german, bobbin lace, needle lace
Maestra Francesca la Curiosa Atlantia 2 hours
Sun Aug 4 10:00 AM - 12:00 PM A&S 18

A gathering of lace makers to make and talk about lace, share resources, and ask questions. Come and ask questions. Come show us your lace. Come bring your pillow and make some lace in a place where we all understand the love of lace from long ago. Some refreshments provided. Feel free to contribute to them, but it is in no way expected.

Midrealm MOAS Meet and Greet
meeting
K-MOAS Midrealm Midrealm 1.5 hours
Tue Aug 6 12:00 PM - 1:30 PM Midrealm Royal
A gathering for Local, Baronial, and Regional MOASs, deputies and staff to meet each other and the K-MOAS. Bring a snack to share.

Pyssel Picnic with Drachenwald: Crafts Picnic
Crown Princess Isabetta del Verde Drachnwald 2 hours
Wed Jul 31 2:00 PM - 4:00 PM Fort
Come hang out with us in Runestone Park for a couple of hours of socializing, sewing, crafting snacks and drinking. Bring your current sewing or other craft project to work on, a blanket or chair to sit on and some snacks/drinks to share if you want to. If you are stuck on your sewing/craft project or need advice we will do our best to help out with this. This is a popular activity that is often on the schedules at the bigger camping events in Drachenwald. Will be cancelled if it rains.

SCA Librarians' Roundtable
books, libraries, librarians
Magistra Jadwiga Zajaczkowa East 2.5 hours
Mon Aug 5 2:00 PM - 4:30 PM A&S 8
A gathering for librarians, library fans and bibliophiles. First half hour to be devoted to swapping research tips.

SCA Steel Meet-and-Greet
heavy armor, longsword
Brian of Stonemarche East 1 hour
Wed Jul 31 10:00 AM - 11:00 AM Steel Combat
Armored Steel Combat is new to the SCA and many who know about it think it is still an experiment. Come see what it is all about and if you're already a Steel fighter, armor up and spar a little. We also need people to train as judges! Judges have the best view of the fighting and the position is perfect for anyone not up to fighting. Bring armor and weapons if you have them and want to go a round or three.

Scythian Meet-Up
research, other, scythian, saka, iron age
Tirgatao Skudat Aethelmearc 1 hour
Thu Aug 1 11:00 AM - 12:00 PM A&S 12
For those who have an established persona or are simply curious about this fascinating culture, we are gathering to share information, ask questions, and socialize. Wearing of Scythian garb is highly encouraged, as well as the sharing of literature and/or personal research. And, of course, flash your Scythian tattoos!

Metalworking

***Keum-Boo*: Hot Metal Gilding**
metal, far eastern
Lord Tw Aethelmearc 1.5 hours
Wed Jul 31 4:00 PM - 5:30 PM Livonia Smithery
Tue Aug 6 4:00 PM - 5:30 PM Livonia Smithery
Materials Limit 12 $20.00 materials/ gold + silver
Keum-Boo, or hot metal gilding, is a Korean method of gilding on silver, copper or iron with 24-karat gold foil, while the base metal is at 500 degrees Fahrenheit. **Adult only.**
Adults Only! This is done on high heat, 500 F

***Niello*: The Making and Applying**
metal, multiple cultures
Lord Tw Aethelmearc 1.5 hours
Wed Aug 7 4:00 PM - 5:30 PM Livonia Smithery
Materials Limit 12 $15.00 Cost of the Silver
Niello is an ancient enamel-like material, applied to silver and gold work as metal decoration. It is used for background and highlighting engraving work. **Adult only.**
Adults Only! This uses a torch and produces fumes.

Advanced *Repoussé* and Chasing
metal, multiple cultures
Lord Tw Aethelmearc 1 hour
Tue Jul 30 3:00 PM - 4:00 PM Livonia Smithery
Fri Aug 2 3:00 PM - 4:00 PM Livonia Smithery
Mon Aug 5 3:00 PM - 4:00 PM Livonia Smithery
Thu Aug 8 3:00 PM - 4:00 PM Livonia Smithery
Materials Limit 12 $5.00 materials
Intro to pitch block-working and forming, plus tool and hammer use. **18+.**
Adults Only! The manual skills needed, and attention span for those under 16 have not out worked well in this class

Advanced Engraving
Lord Tw Aethelmearc 1 hour
Mon Jul 29 3:00 PM - 4:00 PM Livonia Smithery
Thu Aug 1 3:00 PM - 4:00 PM Livonia Smithery
Sun Aug 4 3:00 PM - 4:00 PM Livonia Smithery
Wed Aug 7 3:00 PM - 4:00 PM Livonia Smithery
Fri Aug 9 3:00 PM - 4:00 PM Livonia Smithery
Materials Limit 12 $5.00 Metal
Hand-engraving on copper plate. Letters and design work. Students will create a wax seal. **Age 18+.**
Adults Only! The manual skills needed, and attention span for those under 18 have not out worked well in this class

Basic Blacksmithing
blacksmith
Lord Brandr Aronsson East 1 hour
Tue Aug 6 1:00 PM - 2:00 PM Brandr Forge booth 75
Learn the history of Norse and medieval blacksmithing. There will be a chance to swing a hammer and hit some steel for all who show up.

Beginning *Repoussé* and Chasing
metal
Lord Tw Aethelmearc 1 hour
Mon Jul 29 12:00 PM - 1:00 PM Livonia Smithery
Tue Jul 30 12:00 PM - 1:00 PM Livonia Smithery
Thu Aug 1 12:00 PM - 1:00 PM Livonia Smithery
Fri Aug 2 12:00 PM - 1:00 PM Livonia Smithery
Sun Aug 4 12:00 PM - 1:00 PM Livonia Smithery
Mon Aug 5 12:00 PM - 1:00 PM Livonia Smithery
Wed Aug 7 12:00 PM - 1:00 PM Livonia Smithery
Thu Aug 8 12:00 PM - 1:00 PM Livonia Smithery
Fri Aug 9 12:00 PM - 1:00 PM Livonia Smithery
Materials Limit 12 $5.00 materials
Hands-on class; we will make a copper foil rose. **Under 18 need adult present.**
Adults Only! Children under 18 should have an adult with them, the adult need not take the class.

Beginning Engraving
metal
Lord Tw Aethelmearc 1 hour
Mon Jul 29 1:30 PM - 2:30 PM Livonia Smithery
Tue Jul 30 1:30 PM - 2:30 PM Livonia Smithery
Thu Aug 1 1:30 PM - 2:30 PM Livonia Smithery
Fri Aug 2 1:30 PM - 2:30 PM Livonia Smithery
Sun Aug 4 1:30 PM - 2:30 PM Livonia Smithery
Mon Aug 5 1:30 PM - 2:30 PM Livonia Smithery
Wed Aug 7 1:30 PM - 2:30 PM Livonia Smithery
Thu Aug 8 1:30 PM - 2:30 PM Livonia Smithery
Fri Aug 9 1:30 PM - 2:30 PM Livonia Smithery
Materials Limit 12 $5.00 Materials
Hands-on class. Intro to tools, first cuts, graver control. Student will learn both hand-held and hammer-struck engraving. **Under 18 need adult present.**
Adults Only! Children under 18 should have an adult with them, the adult need not take the class.

Blacksmithing Roundtable Q&A
metal
Arnora Ketilsdottir East 1 hour
Wed Aug 7 2:00 PM - 3:00 PM A&S 15
Presented by the East Kingdom Blacksmiths' Guild. Come to ask questions about blacksmithing, bladesmithing, and armoring. We will have several Guild officers on the panel with a combined over 50 years of smithing experience. No demonstrations will held during this time, but information will be provided about finding live demonstrations during Pennsic.

Coins in the Heat
celtic coins, coin minting
Brogan East 2 hours
Wed Jul 31 12:00 PM - 2:00 PM A&S 4
Handouts Limit 50
Materials Limit 50
Most coin production in the SCA is done using early medieval techniques that use punches or engraving on cold steel to create the dies, with coins struck on thin cold pre-made blanks. I will discuss a process of Celtic coin minting that may have been employed in the first 1-2 centuries BCE. This earlier method includes pellet molds for the creation of coin blanks and hubbing as the method of die construction, which involves casting molten metal. Students will be able to strike a coin at the end of class.

Easy Pewter Casting in Plaster
Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 2 hours
Sat Aug 3 1:00 PM - 3:00 PM The Hot Shop merchant row next caravan creations
Fri Aug 9 11:00 AM - 1:00 PM The Hot Shop merchant row next caravan creations
Materials Limit 10 $15.00 Plaster, Pewter
Pewter casting easy in plaster blocks. Make a mold to keep and pour it here.

EK Blacksmith Guild Meeting and Panel
metal
Arnora Ketilsdottir East 1 hour
Thu Aug 8 11:00 AM - 12:00 PM East Kingdom Royal Hall
The Blacksmiths' Guild will hold a short meeting followed by a panel. This is a chance for Guild members to submit their work to the panel for review as part of the ranking process.

Tinsmithing
metal, european
Lord Tw Aethelmearc 4 hours
Wed Jul 31 12:00 PM - 4:00 PM Livonia Smithery
Sat Aug 3 12:00 PM - 4:00 PM Livonia Smithery
Tue Aug 6 12:00 PM - 4:00 PM Livonia Smithery
Materials Limit 12 $25.00 Includes materials for project.
A basic, but complete course in the fundamentals of tinsmithing. Students will make a glass-globed hurricane lamp with hand tools. **Adult only.**
Adults Only! The subject matter and the use of tools.

To Etch into Iron or Steel
Baron Syr Calum MacDhaibhidh Midrealm 1 hour
Mon Aug 5 11:00 AM - 12:00 PM A&S 7
Handouts Limit 30
A class about my successes and failures attempting to use period methods to decorate steel via acid etching.

Tool Making for Engraving: Chasing and *Repoussé*
Lord Tw Aethelmearc 2 hours
Thu Aug 1 4:00 PM - 6:00 PM Livonia Smithery
Mon Aug 5 4:00 PM - 6:00 PM Livonia Smithery
Materials Limit 6 $15.00 Materials
Learning to make gravers and punches used in engraving and *repoussé* work. Students will produce their own engravers and punches.***Adult; power tools.**
Adults Only! Use of heat, and power tools

Viking Arm Bands and Stamping Tools: Make-and-Take
metal, european, viking era
Meistari Haraldr Bassi Ansteorra 6 hours
Mon Jul 29 9:30 AM - 3:30 PM Ansteorra Royal: N06
Tue Jul 30 9:30 AM - 3:30 PM Ansteorra Royal: N06
Thu Aug 1 9:30 AM - 3:30 PM Ansteorra Royal: N06
Fri Aug 2 9:30 AM - 3:30 PM Ansteorra Royal: N06
Mon Aug 5 9:30 AM - 3:30 PM Ansteorra Royal: N06
Tue Aug 6 9:30 AM - 3:30 PM Ansteorra Royal: N06
Wed Aug 7 9:30 AM - 3:30 PM Ansteorra Royal: N06
Materials Limit 20 $2.00 Arm bands - $2 to $4 tools - $5 to $20 (depending on size or type of materials)
Students will make a Viking arm band ($2-4) and/or their own stamp tools ($5-20), using stamping techniques. Expect 4 hrs to make a tool, 1+ hrs to make arm bands. Tools are limited. Students may come and go as needed to work around other commitments and may come back during other sessions if needed.

Viking Penannular Brooches Make-and-Take
metal, european
THL Wilhelm Smydle Aethelmearc 1.5 hours
Thu Aug 1 3:00 PM - 4:30 PM A&S 4
Sun Aug 4 1:00 PM - 2:30 PM A&S 4
Handouts Limit 10
Materials Limit 10 $5.00 Materials 3Abrasives 1handout 1
A brief history of the Viking penannular brooch. Construction based on historical finds using hand tools and fixtures. Class may run over. Earplugs provided.

Viking Wire Weaving
multiple cultures
Mistress Eirny Thorvaldsdottir Atenveldt 2 hours
Tue Jul 30 10:00 AM - 12:00 PM A&S 13
Tue Aug 6 2:00 PM - 4:00 PM A&S 13
Handouts Limit 6 $5.00
A hands-on class for learning to do basic wire weaving, including drawing down and finishing. I will have basic tools and supplies for students, a handout, and kits available for purchase.

Needlework & Lace

Beginning Lace Knitting
lace knitting, knitting, fiber arts
THL Evalina Von Schaidag East 2 hours
Tue Aug 6 11:00 AM - 1:00 PM A&S 3
Handouts Limit 20 $1.00
Learn basic lace knitting stitches and how to create several basic patterns. We will be knitting swatches. Please bring a pair of size 5 or 6 knitting needles and a skein of sock or fingering yarn. (I will have a few sets of loaner needles available, but please bring yarn!) Participants will be expected to know the basic stitches: knit, purl, cast on, bind off.

Beginning Netting
lace
Mistress Camilla de la Reynarde Midrealm 1.5 hours
Wed Jul 31 2:00 PM - 3:30 PM A&S 14
Handouts Limit 15 $2.00
Materials Limit 15 $5.00 The material fee covers the cost of the prewound netting shuttle, the gauge stick, and the base rod.
Create that final piece of 14th-century bling, a netted hairnet. I'll teach how to cast on a circular net, use a gauge stick, and tie the netting knot. Netting can be scaled down to make hairnets of silk, or scaled up to make fish nets or tote bags using a sheet bend knot.

Beginning Tatting, Part 1
lace, other
Mistress Camilla de la Reynarde Midrealm 2 hours
Thu Aug 1 3:00 PM - 5:00 PM A&S 14
Handouts Limit 20 $3.00
Materials Limit 20 $2.00 I provide prewound shuttles and a handout with directions and projects.
Tatting is a type of lacemaking. Supplies can be found at most craft stores. Learn a craft that fits in a Ziploc bag, and can be done in the car or at court! Focus is on learning how to make both parts of the double stitch flip every time, forming the double stitch and making a ring of double stitches. If no one teaches tatting in your home area, here's your opportunity to learn. Students from previous years are always welcome to stop by for a refresher.

Beginning Tatting, Part 2
lace
Mistress Camilla de la Reynarde Midrealm 2 hours
Fri Aug 2 2:00 PM - 4:00 PM A&S 14
Handouts Limit 20 $2.00
Materials Limit 20 $3.00 I provide a prewound shuttle, a handout with directions & projects.
Part 2 will review the double stitch. You'll learn how to use the picot as decorative element and as a way to join rings. Time and energy permitting, we'll advance on to making chains between rings. Attendees from previous years are always welcome to come and refresh their memory.

Making 16th-Century Bobbin Lace, an Introduction
lace, bobbin lace, hands on, hands-on, fiber arts, 16th-century, 16thc, 16th-century italian, 16th-century german, 16th-century english, 16th-century french
Maestra Francesca la Curiosa Atlantia 2 hours
Tue Jul 30 2:00 PM - 4:00 PM A&S 10
Wed Jul 31 2:00 PM - 4:00 PM A&S 10
Thu Aug 1 2:00 PM - 4:00 PM A&S 10
Handouts Limit 25 $5.00
This will be a series of 3 classes to instruct students how to make 16th-century bobbin lace. To begin making 16th-century bobbin lace you will require a surface on which to work (a pillow), pins, bobbins, thread, a pair of scissors, and some cover cloths to cover the pillow. I will have a few kits to loan students, but it will be best to acquire your own the basics and prepare for this class by winding bobbins. Please contact me by

e-mail and I will send you a more detailed list and where you can purchase your materials or make your own. francesca27707@yahoo.com Please put “16thC bobbin lace @ Pennsic 51” in your subject line. I must limit the number of hands-on students to 8, but am happy to have anyone listen in and, if you already make lace, feel free to come as well. **Age: Older teens and up.**
Adults Only! In my experience young children do not have the manual dexterity to manage bobbin lace. 14 and up would be OK if they can remain focused on the work. Is there a way that this could be better included in Thing 2? I have taught one 9 year old at an SCA event, but her mother was already a lacemaker, so she had been around it all her life.

Newcomers

A Newcomer's Tour of Pennsic
newcomers
THL Jolicia atte Northclyfe Midrealm 1 hour
Wed Jul 31 10:00 AM - 11:00 AM A&S 19
Don’t know your way around Pennsic? This informative walking tour will take Pennsic newcomers to important landmarks such as the Performing Arts Tent, Cooper’s Store, the Great Hall, Lost and Found, Herald’s Point, and other locations. We will be walking or standing for the entire hour. People using motorized scooters are welcome.

Newcomers' Social
newcomers, chatelains, ewcomerspoint
Lady Brit Taillyell East 1 hour
Sun Aug 4 1:00 PM - 2:00 PM A&S 19
This is the 9th year for this party! Chatelains from around the Known World and newcomers are invited to socialize. Ask or answer questions about Pennsic and/or the SCA. Stop by and just say hi and grab a treat.

Other

Oneg Shabbat: Songs of Medieval Sabbath Table
historical music
David Anthony, The Foxy Bard East 1 hour
Sat Aug 3 4:00 PM - 5:00 PM A&S 13
Every Shabbat, Jews customarily sing songs around the table. This class will explore the medieval origins of these songs and will attempt to resurrect some of their older versions.

12-Step Meeting
all are welcome who are in a 12 step program
Master Denys the Decadent Aethelmearc 1 hour
Mon Jul 29 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Tue Jul 30 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Wed Jul 31 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Thu Aug 1 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Fri Aug 2 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Sat Aug 3 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Sun Aug 4 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Mon Aug 5 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Tue Aug 6 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Wed Aug 7 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Thu Aug 8 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Fri Aug 9 4:00 PM - 5:00 PM Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
A daily 12-step meeting I hold in my Camp E07 off Great Eastern Highway. Look for the sign. Held at 4:00 PM, **OPEN MEETING .** Holding a meeting here since 1997.

2nd Known World Armored Steel Tournament
tournament
Brian of Stonemarche East 2 hours
Thu Aug 8 3:00 PM - 5:00 PM Steel Combat
Second Annual Known World Armored Steel Combat tournament will be held. Rules and details at https://bit.ly/steel51

A Guide to Making Hard Cider
brewing and vintning
Mistress Isabella della Rosa Ansteorra 1 hour
Tue Aug 6 12:00 PM - 1:00 PM A&S 5
Thu Aug 8 10:00 AM - 11:00 AM A&S 13
Handouts Limit 20
First beers and ciders can be a huge task. Let me help you with your equipment, recipes, yeast and simple steps. I use gallon jars and jugs. The large carboys and many of the large equipment pieces are hard to lift and store. Let’s enjoy the cider without the work out. **21+**
Adults Only! Over 21

Beginning Irish Language
research, european, language, irish
Lady Líadan Liathán Midrealm 2 hours
Wed Jul 31 1:00 PM - 3:00 PM Battlefield Loud 2
Handouts Limit 25 $2.00
Ever been stymied by an Irish or Scottish name, phrase, or lyric? Come learn pronunciation, basic grammar, how to meet and greet, ask a few questions and reply, count, and be polite in the Irish language in a fun and relaxed setting.

Clowning with Astraea
clowning, theater, comedy, physical, clown, acting, theatre
Consorts Bard Astrapia Gorgopa (Astraea) East 2 hours
Tue Aug 6 3:00 PM - 5:00 PM East Kingdom Royal Hall
Clown noses provided! You thought your SCA persona was wacky? Just wait until you meet your inner clown! Learn how to highlight and celebrate the things that make you unique for the sake of comedy, and engage in two hours of play. The only thing needed for this class is a willingness to engage and a promise to keep the space safe for all players. (This class will be a physical class; please come expecting to move) **Preferred age range is teens and up.**

Consent in the Arts and Sciences
Mistress Amalie von Hohensee East 1 hour
Tue Aug 6 11:00 AM - 12:00 PM A&S 15
Handouts Limit 20
While members of the arts and sciences community aim to create a positive, supportive environment, the unfortunate reality is that this is not always the case. When feedback is not properly given or received, hurt feelings can easily result. In this class we'll examine the issue and figure out if we can help change the culture of how feedback is given and received in the SCA so that everyone can work together to create a better and more supportive Arts and Sciences community. This class is part of a series run by the East Kingdom's MoAS staff to help promote best practices within the A&S community.

Conversational American Sign Language
language
Mistress Tegan de Moreton Atlantia 1 hour
Thu Aug 1 9:00 AM - 10:00 AM A&S 7
Learn basic signs and phrases in American Sign Language. Prior knowledge of ASL is helpful but not required.

Conversational American Sign Language
language
Mistress Tegan de Moreton Atlantia 1 hour
Thu Aug 8 9:00 AM - 10:00 AM A&S 7
Learn some basic signs and phrases in American Sign Language. Prior knowledge of ASL is not required but is helpful.

Display or Competition? Choosing the Right Format
a&s, documentation, event
Signora Aurelia Colleoni a'Buccafurno East 1 hour
Mon Aug 5 9:00 AM - 10:00 AM A&S 3
Handouts Limit 15
Are you interested in learning more about running A&S displays and competitions? Are you not sure what the differences are? We will discuss the various options within these two different formats to help you understand which best meets the needs of your group. We will also explore some best practices and pitfalls of both, with the goal of participants leaving with enough information to confidently plan to run either in their local groups. This class is part of a series run by the East Kingdom's MoAS staff to help promote best

practices within the A&S community.
Adults Only! Not relevant to kids.

Early Period A&S day
research, early period
Anauved de Mona Atlantia 3 hours
Wed Aug 7 1:00 PM - 4:00 PM Preachain 1, E23 block
Come to Preachain camp in E23 block for classes and demos on topics relevant to pre-1000 CE reenactors. Enter an A&S competition (**not** a War Point) judged by people more likely to be familiar with early period issues and artifacts--or just bring your early period kit and/or repro artifacts to show off and socialize with others who share your interests. 1-4 pm Wednesday, 8/7. Seeking instructors -- if you are interested in teaching for this or doing a demo, please contact Anauved, monika.townsend@gmail.com

East Kingdom Arts and Sciences Rubric Training
Mistress Raziya bint Rusa East 1 hour
Thu Aug 1 12:00 PM - 1:00 PM A&S 14
Tue Aug 6 12:00 PM - 1:00 PM A&S 14
Handouts Limit 30 $1.00
This class sponsored by the East Kingdom Minister of Arts & Sciences provides a deeper understanding of the EK A&S general rubric used to judge Crown's A&S Championships in the East. It is designed both for judges to promote consistent calibration and for entrants to allow them to better understand what their judges will be looking for. People from all Kingdoms and all levels of experience welcome.

East Kingdom Royal Pack Down
EK Steward Speedbump East 3 hours
Fri Aug 9 1:00 PM - 4:00 PM East Kingdom Royal Hall
Come meet other Easterners and help take down the common space for the East Kingdom. All help is useful even if you can't be there the entire time.

East Kingdom Royal Set-up
EK Steward Speedbump East 3 hours
Tue Jul 30 10:00 AM - 1:00 PM East Kingdom Royal Hall
Tue Jul 30 10:00 AM - 1:00 PM East Kingdom Royal Kitchen
Tue Jul 30 10:00 AM - 1:00 PM East Kingdom Battlefield
Setting up the East Kingdom Royal camp. Come meet people from other parts of the kingdom as we create a common space for the entire kingdom. Gloves or a mallet can be useful for the sheet wall and gate tent crews. Even if you can't get there at the start, we can still use your help.

Enslavement Practices in Ancient Rome
other, roman, ancient
Noble Salvia Repentina Atlantia 1.5 hours
Wed Jul 31 10:00 AM - 11:30 AM A&S 16
Enslavement was a fact of life in ancient Rome, so what might a Roman persona be expected to know about it? Join us as we dispel the myths, face the facts and gain an understanding of how Roman people interacted with this challenging tradition. Q&A will be during the last half hour.

How to Make Mead by the Gallon
mead, brewing
Mistress Isabella della Rosa Ansteorra 1 hour
Tue Aug 6 11:00 AM - 12:00 PM A&S 13
Thu Aug 8 12:00 PM - 1:00 PM A&S 13
Handouts Limit 20
Do you have questions about making mead? Want to explore making mead but have been told it involves a lot of large equipment and expensive ingredients? Let me take you through the steps, show you the small-scale equipment and give you some successful recipes. **31+**
Adults Only! Over 21 years of age

How to Write Praise Poetry
poetry, writing, praise, arts, bardic
Dame Ursula Mortimer Midrealm 1 hour
Sun Aug 4 1:00 PM - 2:00 PM A&S 15
Praiseworthy deeds happen all the time in the SCA. What can you do if you notice someone being awesome? Write a praise poem and tell the world! This class offers a straightforward process for writers at any level to plan and deliver a praise poem, and resources for continuing to improve on your own. Novice, journeyman, or Laureate, you are welcome.

Intermediate Irish Language
research, european, irish, language
Lady Líadan Liathán Midrealm 1 hour
Fri Aug 2 1:00 PM - 2:00 PM Battlefield Loud 2
Handouts Limit 25 $2.00
Expand on your knowledge of Irish, play some games, learn some (appropriate) curses and blessings, some historical and cultural background for your persona with Lady Líadan, an Irish language teacher for Irish Arts Academy of Indianapolis.

Intro to the Monongahela People and Culture
research, other
Maighstir Liam MacantSaoir No Kingdom 1 hour
Sun Aug 4 9:00 AM - 10:00 AM A&S 15
Wed Aug 7 9:00 AM - 10:00 AM A&S 14
Handouts Limit 20
An introduction to the Monongahela people and culture based on current understanding from archaeological evidence. The Monongahela culture was discovered during the Works Progress Administration during the Great Depression. The Monongahela culture was a Native American group based in modern-day Western Pennsylvania, West Virginia, Western Maryland, and Eastern Ohio. This class has been updated from previous years, and some recreated period tools will be passed around. Topic: History: America

Known World Helgaball Tournament
european, norse, cabbage
Maighstir Liam MacantSaoir No Kingdom 3 hours
Sun Aug 4 6:00 PM - 9:00 PM Battlefield East
Helga Ball is a **ladies-only** sport based on a Viking game. The game, also known as "Cabbage Ball", is played with teams of 5 or 6 players. The game itself is played with a head of cabbage as the ball. This event at Pennsic will be a benefit for Paladin's Pantry. We will be accepting donations of paper and hygiene products for poor and food-insecure families in the Portersville area (the town where Pennsic take place). Games will take place on the Battlefield (exact location will be posted soon). **Age 18+.**
The Organizers for the Tournament are Baroness Constance Gly Dwr, Maighstir Liam MacantSaoir, and Clan Crann Bethadh.
To Play:
- Organize a team of 5-10 women. (Having substitutions is a good thing.)
- Each player must be **over 18**.
- Each team member should bring one or more paper or hygiene product for donation. (No monetary donations.)
- Points are scored by getting a cabbage through/past your opponent's goalposts. Two members of the Chivalry (or squires) shall serve as stationary goal posts for each goal.
- All players must wear a dress. (Viking garb encouraged, but not required.)
- Players are encouraged to wear do-rags, heavy shoes/boots.
- Players may kick or dribble the cabbage with their feet, but may not touch the cabbage with their hands or use hands to pick up the cabbage.
- Players may scoop the cabbage up in a skirt, apron, or do-rag, and move the cabbage on the field.
- Tackling is not allowed; however, "Group Hugs" are legal.
- Goalposts shall signal a "score" by raising one arm and yelling either "Helga Ball!!" or "Olga ball!" to identify the scoring team.
Adults Only! physical sport

Latin Smack Talk
european
Lucretia Marcella Midrealm 1 hour
Sat Aug 3 12:00 PM - 1:00 PM A&S 18
Handouts Limit 30 $1.00
It's back! The class that teaches you to insult your friends, enemies, and the unsuspecting in **Latin**! All in good fun of course.

North American Period Beastiary
other, native american, mythology
Lady Layla al-Zarqa Midrealm 1.5 hours
Sat Aug 3 2:00 PM - 3:30 PM A&S 14
The North American archaeological record is full of indigenous people's representation of animals, animal hybrids, and more. This class will introduce the cultures from the eastern half of North America's (Woodland to Mississippian era) iconography and how archaeologists believe it placed into their world-views.

Open Your Fan Like a Samurai / Geisha
far eastern, japan, culture
Lord Tempus Peregrinator Ealdormere 1 hour
Fri Aug 2 12:00 PM - 1:00 PM A&S 14
Instructions of on a fairly impressive Japanese technique of snapping open a fan. Best for bamboo-ribbed fans with paper or fabric (can damage the sandalwood fans with a string.) You don't need to come with a fan, but it would help, so come learn how to snap open your fan. If we have the time, Chinese and Mongolian techniques too. Don't waste precious milliseconds with the drop style.

Practical Blind-Tooling
bookbinding, hands on
Dame Roana Aldinoch Midrealm 1 hour
Thu Aug 1 2:00 PM - 3:00 PM A&S 4
Materials Limit 10 $5.00 Leather-covered board
Come play with heated brass tools on wet leather to learn how period book cover decorations were created pre-printing press. **Age 13+.**

Presocratic Philosophers: An Overview
bronze age, ancient philosophy
Mæstro Tommaso Franceschi Midrealm 1 hour
Mon Aug 5 11:00 AM - 12:00 PM A&S 15
Ancient Greek philosophy didn't begin with Socrates. We'll briefly touch on a number of significant Greeks who predate Socrates.

Sailing Knots for Camping
sailing, nautical, history
Sabine du Hollande Atlantia 1 hour
Thu Aug 8 9:00 AM - 10:00 AM A&S 5
Handouts Limit 20 $1.00
Materials Limit 12 $2.00 Dock line used for practicing tying knots, which they will be able to take home with them. Lines (rope) will be properly treated on the ends.
Need to tie a knot in camp and not sure which to choose? Learn some knots and some knot history too! We'll learn to tie 5 knots, the sailing usage for these knots and applicable uses around camp, as well as some history behind sailing knots, line (rope), and general sailing trivia. Rope available for 12 students, handouts for 20. Rope may be borrowed, or can be purchased. You may also bring your own.

SCA Steel Combat
Brian of Stonemarche East 3 hours
Mon Aug 5 1:00 PM - 4:00 PM Steel Combat
Tue Aug 6 1:00 PM - 4:00 PM Steel Combat
Wed Aug 7 1:00 PM - 4:00 PM Steel Combat
Thu Aug 8 12:00 PM - 3:00 PM Steel Combat
Fri Aug 9 1:00 PM - 4:00 PM Steel Combat
Steel Combat: Normal Hours of operation will generally be from 1:00 PM until 4:00 pm, starting Monday, August 5, 2024, and running daily until 15 minutes prior to the start of the last battle on Friday, August 9th. The Steel Combat area may be closed at certain times due to weather, lack of attendees, or during major battles, at the Steel Marshal in Charge's discretion.

Sonnet Workshop
sonnet, poem, poetry, writing, shakespeare
Consorts Bard Astrapia Gorgopa (Astraea) East 1 hour
Mon Aug 5 11:00 AM - 12:00 PM A&S 1
Bring a pen, a notebook, and your heart! Join us for some sonnet writing, and be ready to sit and plot amongst your fellow poets! Share ideas, joy, and -- if you want! -- the work that you create at the end of this class.

Spy Craft (Before Technology)
spycraft, spy, espionage, secrets, covert, intelligence, social engineering
Vaaaaaalll!!! East 1 hour
Sat Aug 3 2:00 PM - 3:00 PM A&S 15
In the shadowy landscape of espionage and covert intelligence, success once hinged on mental agility, relationship-building, and masterful social engineering. Before the advent of post-1980s technology like cell phones, the internet, and desktop computers, spies relied on old-school deception to uncover vital information. Join me as we delve into the art of infiltrating criminal circles, manipulating individuals to reveal sensitive secrets, and sharpening your mind to navigate danger, when all you have is your wits.
Adults Only! Discussions of how to lie and deceive others. There may be references to assimilating with drug dealers or users.

Story Time with Tempus
storytelling
Lord Tempus Peregrinator Ealdormere 1 hour
Mon Aug 5 4:00 PM - 5:00 PM A&S 13
This is an hour with Tempus. Good time to have a nap while he rambles on about anything. Adventure, excitement and really wild things... Maybe some hand-kissing and stories of travel; might do some science, or hear about his cabins. Or it may just be a good time for an afternoon nap.

Summer Assignment Study Group (Teens)
multiple cultures
Baroness Hugoline the Delicate East 1 hour
Tue Aug 6 3:00 PM - 4:00 PM A&S 6
Handouts Limit 25
Do you have a pesky Summer Assignment? Bring it with you and get some help, or have some company while you work on it. Certified teachers will be on hand to help you with your assignments. Current and retired teachers are welcome to attend and lend your expertise to our students.

Through the Looking Glass: North America in Period
other, native american
Lady Layla al-Zarqa Midrealm 1.5 hours
Sun Aug 4 11:00 AM - 12:30 PM A&S 15
North America in period was way more than you were taught in history class. Did you know that the largest city in the 12th century existed in North America? Trade items traveled over 2,000 miles, and there is evidence that people were also traveling that far to obtain certain items. Cultures that extended over thousands of miles. The largest man-made earthwork in the world exists a little over two hundred miles from the grounds of Pennsic. This 90-minute class is a high-level survey of cultures that flourished in the eastern half of North American continent prior to European contact.

Weed Walk
other
maister Broom Aethelmearc 2 hours
Sat Aug 3 10:00 AM - 12:00 PM University Point
Sun Aug 4 10:00 AM - 12:00 PM University Point
Mon Aug 5 10:00 AM - 12:00 PM University Point
Tue Aug 6 10:00 AM - 12:00 PM University Point
Wed Aug 7 10:00 AM - 12:00 PM University Point
Cooper's Lake abounds with medicinal and food plants that were used by various primitive and medieval cultures. Learn to identify them during a walk around the campsite. The walk will take place rain or shine. Please wear sturdy shoes and a hat. Meet at University Point for the start of the class. We have multiple teachers, so if you attend more than one walk, you will likely learn different things!

Welsh Poetic Harmony
european, poetry
Lord Dai Gerdwr Midrealm 1 hour
Thu Aug 1 10:00 AM - 11:00 AM A&S 9
Wed Aug 7 10:00 AM - 11:00 AM A&S 9
Cynghanedd (literally "harmony") is the name for the forms of Welsh poetic alliteration. At its simplest, it is just the arrangements of consonant sounds, but more elegant forms depend on stress and rhyme as well. This class will discuss the four main forms of *cynghanedd*, with examples in Welsh and English.

Wordsmithing Scrolls to Sound More Period
Meisterin Amalie Reinhardt Aethelmearc 1 hour
Wed Jul 31 12:00 PM - 1:00 PM Æthelmearc 1
Tue Aug 6 1:00 PM - 2:00 PM Æthelmearc 2
Handouts Limit 10 $2.00
Learn some ways to make your scroll sound more period using primary source material.

Yes, We Have Vowels: A Brief Introduction to Welsh
language, european, welsh
Lord Dai Gerdwr Midrealm 1 hour
Sun Aug 4 10:00 AM - 11:00 AM A&S 15
Tue Aug 6 11:00 AM - 12:00 PM A&S 7
Basics of modern Welsh orthography and pronunciation, with a few useful phrases thrown in. Come find out where we hide the vowels!

Parent/Child: Crafts

***Origami* Claws with Oz**
youth, family point, arts and crafts, crafts
Oissíne (Oz) mac Bróccín East 1 hour
Thu Aug 1 11:00 AM - 12:00 PM Family Point 2
Mon Aug 5 2:00 PM - 3:00 PM Family Point 2
Youth-led class for youths teaching the making of *origami* claws out of construction paper to put on your fingers.

Æthelmearc Afternoon
Point No Kingdom 3 hours
Mon Aug 5 1:00 PM - 4:00 PM Family Point 1
Join the Kingdom of Æthelmearc for an afternoon of fun activities. Specific activities and times will be announced.

Æthelmearc Morning
family point, family, youth, child
Point No Kingdom 3 hours
Mon Aug 5 9:00 AM - 12:00 PM Family Point 1
Join the Kingdom of Æthelmearc for a morning of activities. Specific activities and times will be announced.

Children's Doll Meet
multiple cultures
Lady Bianca Aethelmearc 2.5 hours
Tue Aug 6 10:00 AM - 12:30 PM Family Point 2
Open to children ages 1-17 years of age. Please bring your favorite doll to class, as we will be making a special friend for them. All dolls are welcome: ball-jointed, cloth, plastic, porcelain, stuffed, *anime*. Please note: An adult is required to accompany children as per Pennsic handbook, and some crafts may require help.

EK Day at Family Point: *Origami*
far eastern
Baroness Hugoline the Delicate East 1 hour
Thu Aug 8 9:30 AM - 10:30 AM Family Point 1
Participants will learn to fold some simple, age-appropriate *origami* figures including swans, foxes, samurai helms, and cups.

EK Day at Family Point: White Vine Painting
family point
Baroness Hugoline the Delicate East 1 hour
Thu Aug 8 2:00 PM - 3:00 PM Family Point 1
Materials Limit 20
Participants will learn the basics of Italian white vine illumination and get to paint their own pre-printed images.

Midrealm Afternoon
family point, youth, children, family
Point No Kingdom 3 hours
Tue Aug 6 1:00 PM - 4:00 PM Family Point 1
Join us for a afternoon of activities sponsored by the Middle Kingdom! Specific Activities will be announced in advance.

Welcome to War Craft Time
Point No Kingdom 3 hours
Tue Jul 30 9:00 AM - 12:00 PM Family Point 1
Family Point is open for a variety of crafts in our first session of War! Decorate your medallion, string some Viking beads, and meet new friends.

Parent/Child: Fiber Arts

EK Day at Family Point: *Kumihimo* Weaving
far eastern
Baroness Hugoline the Delicate East 1 hour
Thu Aug 8 10:30 AM - 11:30 AM Family Point 1
Materials Limit 20
This is an introductory *kumihimo* class for children 12 and under.

Learn to Knit!
european
Maestra Illadore de Bedegrayne Aethelmearc 2 hours
Fri Aug 2 12:00 PM - 2:00 PM A&S 6
Handouts Limit 5
Materials Limit 5 $3.00 Practice needles and practice yarn the students can take home. Material fee only if you want to take the yarn and needles home.
[YouthU] Want to learn to knit? In this class, we will learn to cast on, garter stitch, and how to bind off. Geared for youth participants but all ages are welcome!

Parent/Child: Other

Bedtime Stories for Children - Jacob the Wanderer
story, bedtime, children, storytelling, night
Mistress Gwynnyd of York Midrealm 1 hour
Mon Jul 29 7:00 PM - 8:00 PM A&S 13
Tue Jul 30 7:00 PM - 8:00 PM A&S 13
Wed Jul 31 7:00 PM - 8:00 PM A&S 13
Thu Aug 1 7:00 PM - 8:00 PM A&S 12
Fri Aug 2 7:00 PM - 8:00 PM A&S 13
Sat Aug 3 7:00 PM - 8:00 PM A&S 13
Sun Aug 4 7:00 PM - 8:00 PM A&S 13
Mon Aug 5 5:00 PM - 6:00 PM A&S 13
Tue Aug 6 7:00 PM - 8:00 PM A&S 13
Wed Aug 7 7:00 PM - 8:00 PM A&S 13
Thu Aug 8 7:00 PM - 8:00 PM A&S 13
7 pm nightly: Stories and fables for children. All are welcome to attend; children must have adult escort. This year's will feature stories from all previous years.

Children's Crusade, Part One: The Pied Piper
european, family, family friendly, kids, history
WarDon Necu Hawke Midrealm 0.5 hour
Wed Aug 7 11:00 AM - 11:30 AM Amphitheater
A brief history into the origins of the Children's Crusade in 1212 and the independent crusade-like mobilization of poor and impoverished folk (and/or youth) as led by Stephen of Cloyes and Nicholas of Cologne, in efforts to create a second Latin kingdom in the holy land of Jerusalem; plus a personal rendition of Grimms' tale of the *Pied Piper of Hamelin*, by myself, WarDon Necu Hawke.

Children's Crusade, Part Two: Pied Piper Parade
family friendly, water balloons, kids, parade, youth
WarDon Necu Hawke Midrealm 0.5 hour
Wed Aug 7 12:30 PM - 1:00 PM Amphitheater
All call: Musicians, performers, dancers, and parents with children at Pennsic. The Children's Crusade Parade March is happening and we need you to help make this experience magical for all the youth of the Known World. Come and join us as we march our children in parade column through Pennsic Town to the battlefield and to their War, the children's water battle. Bring your instruments, your rhythm and voice, your water guns even (if you wish to help the adults fight off the horde of heathen children trying to bring holy fun into our lands at noon), and most importantly, your children.
Come join us in celebration and merriment. Let's give our youth and the SCA of tomorrow a battle and celebration that'll live on in their memory for ages.

Children's Water Battle
water, child
Mistress Gwynnyd of York Midrealm 2 hours
Wed Aug 7 1:00 PM - 3:00 PM Fort
Assault the Fort! The Children's Water Battle is open to children 6 - 12. Bring your own water weapons (squirt guns, water balloons, etc. No catapults; they hurt!) Dress for mess and mud. Water and some balloons provided. Each participant must be in the charge of a responsible adult. Treasure provided to each participant. Extra marshals are always wanted; marshals do not necessarily get wet.

Children's Water Battle: Clean-Up
Mistress Gwynnyd of York Midrealm 1 hour
Wed Aug 7 3:00 PM - 4:00 PM Fort
After the battle, the clean-up begins. Adult or older teen assistance always welcome.

Children's Water Battle: Set-Up
water, kids, fun, parent/child, supersoaker, fort, battle, water balloons
Mistress Gwynnyd of York Midrealm 2 hours
Wed Aug 7 11:00 AM - 1:00 PM Fort
Two-hour set-up time for the Water Battle. Adult and older teen assistance is always welcome. Kids, **Don't show up yet.**

Family Point CLOSED
Point No Kingdom 6 hours
Wed Aug 7 9:00 AM - 3:00 PM Family Point 1
Family Point is closed today! Please enjoy the **Fête** and water battle.

Family Point Movie Night
family point, family, teen, youth
Point No Kingdom 4 hours
Thu Aug 8 6:30 PM - 10:30 PM Great Hall
Join us in the Great Hall for a double feature! Disney's *Robin Hood* for the younger set, followed by *Princess Bride*! Bring blankets/chairs. All ages welcome, with appropriate supervision.

Family Point Takedown
Point No Kingdom 3 hours
Fri Aug 9 9:00 AM - 12:00 PM Family Point 1
Enjoy family activities this year? Please help support us by joining us for cleanup/takedown. There will be available jobs for all ages.

Kid Garb Swap Meet
Point No Kingdom 1 hour
Tue Jul 30 1:00 PM - 2:00 PM Family Point 2
Mon Aug 5 9:00 AM - 10:00 AM Family Point 2
Kids grow too fast! Come to Family Point to donate or swap your kids' old garb, and swap or receive new garb that fits. All items must leave at end.

Parent and Adult "Child" ND Talk on Growing SCA
nd, neurodivergent, youth, parenting, therapy, counciling
Lady Isabella d'Allaines le Comte East 1 hour
Wed Jul 31 12:00 PM - 1:00 PM A&S 13
Tue Aug 6 1:00 PM - 2:00 PM A&S 18
Experiences, good and bad of parents and adults raised in SCA; how they dealt with changes, overcame challenges of neurodivergence, and grew a strong supportive household.

Parent/Teen

T(w)een Lounge
teen
Point No Kingdom 3 hours
Sat Aug 3 7:00 PM - 10:00 PM Family Point 2
Age 12-17. Come hang out at Family Point for low-key conversation, snacks, and device-charging.

T(w)een Lounge: 2nd Gen Hangout
teen, youth
Point No Kingdom 3 hours
Mon Aug 5 7:00 PM - 10:00 PM Family Point 2
Ages 12-17. Open Hangout Night. Come hang out and chat with adults who grew up in the SCA. Hang out with your fellow t(w)eens.

T(w)een Lounge: Bardic Circle
Point No Kingdom 3 hours
Tue Aug 6 7:00 PM - 10:00 PM Family Point 2
AKA Talent Show! Share your favorite song, dance, stories, and skills with everyone! **(Ages 12-17)**

T(w)een Lounge: Game Night / Character Building
teen
Point No Kingdom 3 hours
Thu Aug 1 7:00 PM - 10:00 PM Family Point 2
Have your favorite board or card game to share? Bring them along, teach, or learn how to play! For those interested, Lady Cecily is planning an RPG adventure (think D&D but different mechanics). Use this time to think through the character sheet and prepare yourself. **Ages 12-17.**

T(w)een Lounge: The Great Pennsic RPG Adventure
Point No Kingdom 3 hours
Fri Aug 2 7:00 PM - 10:00 PM Family Point 2
Lady Cecily is proud to present The Great Pennsic RPG Adventure! We will use simplified TTRPG rules to make both character building and play accessible to all players. Join us (either by participating or watching) as we explore Pennsic and the magical mysteries it holds. **Ages 12-17.**

T(w)een Lounge: Welcome To War Meet-n-Greet
Point No Kingdom 3 hours
Wed Jul 31 7:00 PM - 10:00 PM Family Point 2
Age 12-17. Join us at Family Point for a chance to meet other teens and 'tweens at Pennsic.

Teen Lounge: LGBTQ+ Teen Night
teen, youth, lgbt
Point No Kingdom 3 hours
Sun Aug 4 7:00 PM - 10:00 PM Family Point 2
Join us for an LGBTQ+ focused night for food and entertainment. This night is lightly supervised by background-checked adult allies. As always, no bullying or harassment will be tolerated. Curfew rules still are in play and teens won't be stopped from leaving. **(Ages 13-20, strictly enforced.)**

Party

Annual Rose / Consort Happy Hour
Duchess Kallista Morgunova Aethelmearc 2 hours
Wed Aug 7 4:00 PM - 6:00 PM Aethelmaerc Royal Camp
All Royal consorts past and seated that reigned over kingdoms or principalities are invited to Æthelmearc Royal encampment on Middle Wednesday, August 7th from 4pm to 6pm for beverages alcoholic and non and light refreshments. Come see old friends and make new ones.

Clan Blue Feather Encampment Party
deib, party, lgbt, adults only
Baron Joshua MacDonald the Imperfekt Atlantia 2.5 hours
Thu Aug 8 9:00 PM - 11:30 PM Clan Blue Feather E12
Our annual open encampment party. We'll have booze, snacks, and entertainment; you bring yourselves and have a good time! **Age 21+ only. Adults Only! Alcohol will be served**

Consorts' Tea
Boiarynia Katalena Ivaniaia Midrealm 2 hours
Wed Aug 7 2:00 PM - 4:00 PM Midrealm Royal
Private luncheon for the Consorts of the sitting Knowne World Royalty and invited guests. Wednesday, August 7, 2024 - 2pm to 4pm - Middle Kingdom Royal Camp

Knowne World Courtesans' Social - CCt
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Thu Aug 8 3:00 PM - 5:00 PM Courtesan College
Come join us for food, wine, and pleasurable company! Open to those with courtesan personas, patrons, Tullians, and those just interested in courtesan studies. **Age 18+ due to the nature of topics discussed.**
Adults Only! Adults Only Party

Middle Kingdom Newcomer Party
Middle Kingdom Royal Camp Gate Midrealm 3 hours
Sun Aug 4 8:00 PM - 11:00 PM Midrealm Royal
This is a celebration to welcome new SCAdians to the Middle Kingdom, meet fellow Midrealmers, and get to know your neighbors.

Roman Bacchanal - CCt
european, roman, party
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2.5 hours
Mon Aug 5 9:00 PM - 11:30 PM Courtesan College
The Festival of Floralia is upon us! The Knowne World Courtesans call you to a celebration of all things Roman in the Knowne World! To gain entry, dress to impress in your finest 1st-century Roman garb. We will delight your senses with amphorae of wine, delicacies fit for the Emperor, contests of strength, beauties abundant, and bounteous sensory delights. All in celebration of Summer! 9pm to 2am! **Age 18+. ID required.**
Requirements:
• **18+ (no entry without ID!)**
• Early Imperial Roman dress (no pants, no Celtic garb, no plaid).
• a coin (free!); there are only 400 available so get them while they last!
• no phone use outside of checking the time permitted inside the camp. (We will have a designated photo area outside.)
Don't forget your mug!
Once again Medieval Medallions has crafted gorgeous reproduction brothel coins for our guests. Join us at 11 am on Sunday, August 4 at the gate to Courtesan Camp (B06) to claim yours. Look for the red and gold tent with the red and gold hart pennants flying above. We will hand out one coin per adult in the queue. Please plan accordingly and send a representative for yourself if necessary. Out of respect for your fellow Scadians, please do not “hold” spots in line for latecomers. *Coins are available on a first-come, first-served basis.*
This year, coins will be collected at the gate and replaced with a marked wristband. The opportunity to purchase a coin to retain as a keepsake will be available starting Tuesday, August 6th, at Courtesan Camp for $10 apiece. This is to help us recoup some of the costs of the party and ensure that we’re able to continue to host it each year!
POTENTIAL VOLUNTEERS- Want a guaranteed entrance into the Bacchanal for you and a friend? Help us make the magic! We need people for all kinds of jobs related to the Bacchanal, Courtesan College, and camp set up and tear down. Please PM Ziek, (Christopher Erik Burgess on FB), our volunteer coordinator for more information.
Each volunteer will receive 2 tokens, 1 for you and one for a guest. Volunteers for the Bacchanal specifically MUST attend the meeting on Sunday 3pm, to get your tokens.
For more information about requirements, donations, and more, visit https://knowneworldcourtesans.org/knowne-world-courtesans-roman-bacchanal-at-pennsic-li !
Adults Only! Adults Only Party

Performance: Bardic

"You Don't Know Jack!"
performance, jack tales, storytelling, scholastica joycors, performing arts
Maistresse Scholastica Joycors Trimaris 1 hour
Sun Aug 4 5:00 PM - 6:00 PM Performing Arts
You don't know Jack if the beanstalk is all you can think of when you think of stories about Jack. The Jack framework can be heard in stories from the Middle East, Russia, England, and many more countries. They go by different names, but the storyline is the same. Jack can be foolish or wise. Let Maistresse Scholastica Joycors introduce you to the world of Jack.

Surreptitious Whiskey
bardic
Lord Dai Gerdwr Midrealm 1 hour
Tue Aug 6 7:00 PM - 8:00 PM Performing Arts
Dai Gerdwr, Líadan Liathán, Tonis van Driele, and Lucia Elena Braganza make up *Surreptitious Whiskey*. Join us for songs of drink, laughter, love, adventure, and revenge!

A Pack of Hounds
Ollaimh Ruaidhri an Cù Atlantia 1.5 hours
Thu Aug 8 8:00 PM - 9:30 PM Performing Arts
This is "A" class entertainment...because we all hail from kingdoms starting with the letter "A". Singers, musicians, poets, and weavers of tales, the Clan an Cù will do its best to divert and entertain.

Bardic Concert: Marian of Heatherdale and Friends
bardic
Marian of Heatherdale Ealdormere 2 hours
Wed Aug 7 8:00 PM - 10:00 PM Performing Arts
Marian of Heatherdale (Heather Dale) is joined on stage by bards from around the Known World for a lively evening of song & story. Great for all ages.

Duke Moonwulf's Annual Pennsic Concert
duke moonwulfs annual pennsic concert
Duke Master Moonwulf Starkaadhersson Midrealm 1 hour
Sun Aug 4 6:00 PM - 7:00 PM Performing Arts
Handouts Limit 1 $0.25
Materials Limit 1 $0.25 There are NO materials or handouts fees. These numbers were entered so the system would let me continue.
Duke Moonwulf once again unites with his alter ego, Michael Longcor, in his Annual Pennsic War Concert. Join us for an hour of songs, stories, memories and hilarity for the whole family.

East/Midrealm Bardic Showcase
Middle Kingdom Royal Camp Gate Midrealm 2 hours
Sat Aug 3 8:30 PM - 10:30 PM Midrealm Royal
In this year's annual showcase of bards from the East and Middle Kingdoms, performers have been selected to present a piece that tells a delightful tale. It could be a fascinating story, a rousing song, or maybe even a traditional dance. Come and find out! Please bring a chair if you need seating.

Efenwealt & Aenor in Concert
bardic, acoustic music, historical music, music, performing arts and music, vocal music, comedy
Efenwealt Wystle Atlantia 1.5 hours
Sun Aug 4 7:00 PM - 8:30 PM Amphitheater

We've been making music together in the SCA for over 30 years. We play a little bit of everything from medieval, Renaissance, and bardic to Celtic, folk, and filk (and an eensy weensy bit of acoustic nerd rock.) Come sing along with us to old favorites and some new tunes as well. We suspect that if enough of you ask him to, our son Pippin might also join us.

In a Fool's Garden with John Inchingham
bardic
Master John Inchingham the Fool Midrealm 1 hour
Mon Aug 5 7:00 PM - 8:00 PM Amphitheater
Master John Inchingham the Fool performs songs and stories about life in the SCA and skewers history, literature and mythology. Sing along or just listen to an hour's worth of family-friendly fun.

John Inchingham, Cerian Cantwr, & House Sans Nomen
bardic
Master Cerian Cantwr Midrealm 2 hours
Tue Aug 6 8:00 PM - 10:00 PM Performing Arts
Listen to the mad tunes and tales of Master John Inchingham, Master Cerian Cantwr, and their household. Sing along with some of the Midrealm's best known (or most infamous) bards. Come prepared for music, mayhem, and merriment of the oddest kind. **Warning:** Sightings of polar cows and were-llamas are likely.

Not Your Typical Atlantian Thug Concert
Lady Thórvé Skáld Rikardsdottir Atlantia 1.5 hours
Sun Aug 4 7:00 PM - 8:30 PM Performing Arts
Are we Thugs? Nay! But our bards can beat up your bards. Are you ready to be entertained?

PA Afternoon Series: Bardic Arts Exhibition
bardic, european
PerformingArts No Kingdom 2.5 hours
Mon Aug 5 2:00 PM - 4:30 PM Performing Arts
Come and enjoy an amazing afternoon display featuring a variety of bardic arts and artists from around the Known World! Feel free to sign up to tell a story, sing a song, or spout Shakespeare. If it fits in the realms of Bardic performance, you are welcome to participate.

Ruaidhri's Stories
bardic, european
Ollaimh Ruaidhri an Cù Atlantia 1 hour
Sun Aug 4 8:30 PM - 9:30 PM Performing Arts
A tale or two by a simpleton told. A treasure of brass appearing as gold. Ollamh Ruaidhri will spin a tale or two. They may not be factual, but they are true.

Siobhan the Harper
performance, music
LADY SIOBHAN THE HARPER East 0.5 hour
Tue Aug 6 6:30 PM - 7:00 PM Performing Arts
Join Siobhan the Harper for enchanting multi-lingual music.

Songs and Stories with Old Tom
music
Mæstro Tommaso Franceschi Midrealm 1 hour
Sat Aug 3 6:00 PM - 7:00 PM Performing Arts
Tommaso sings! He plays music! He tells stories! He does two at once! What did Martin say to his man? How did Raven become black? Period songs and stories for a tavern crowd. Family-friendly.

Thirteenth Annual Depressing Song Competition
bardic
Mistress Morgan Wolfsinger Atlantia 1 hour
Mon Aug 5 6:00 PM - 7:00 PM Performing Arts
It's time to celebrate songs and tales of sorrow one final time. That's right. This is the last. Please keep performances SCA-related and/or pre-1600 CE in content, and 5 minutes or less in length. No documentation needed. Judging is based on sadness and performance. Bring any questions and/or sign up at Moongate Designs in the merchant's area. Prizes will be awarded.

Thórvé and Friends
Lady Thórvé Skáld Rikardsdottir Atlantia 1.5 hours
Mon Aug 5 7:30 PM - 9:00 PM Performing Arts
Come join in the fun, as Thórvé and her talented Friends entertain you with their favorite pieces; both period and period adjacent!

Performance: Commedia

Commedia* All Stars Show *Lady WhistleSCAllion
commedia, european
Dame Sophia the Orange Atlantia 1.5 hours
Thu Aug 8 9:30 PM - 11:00 PM Performing Arts
Commedia All Stars performance of hilarious comedy plays based on 16th-century Italian *Commedia dell' Arte*! Rating is approximately PG-13. Most of the *Commedia* All Stars troupe members are teachers of *Commedia* and other Performing Arts. Enjoy our classes through the week, then come see our show! This year's show is inspired by real life and SCA life political upheavals just like 400 years ago! *The Legend of Lady WhistleSCAllion* is inspired by real life events!

i Genesii
commedia, european
Mistress Arianna of Wynthrope Aethelmearc 1 hour
Mon Aug 5 9:00 PM - 10:00 PM Performing Arts
i Genesii: Love! Money! Greed! Sex! Overwhelming beauty! Underwhelming intelligence! The greatest *Commedia del'Arte* troupe in the Known World (TM) does it again with its usual tasteless but hilarious performance! **18+** Some material is not suited for a younger audience. Bawdy is our byword!
Adults Only! Adult themes and language

***i Sebastiani*!**
commedia, european
Mistress (OL) Rhonwen glyn Conwy East 1.5 hours
Sun Aug 4 9:30 PM - 11:00 PM Performing Arts
Buon giorno! O, you lucky people! Truly, you are blessed amongst the living, for you have the opportunity to see *i Sebastiani*, the greatest *Commedia dell'Arte* Troupe in the Entire World, perform a show just for you tonight!

***i Sebastiani*!**
commedia, european
Mistress (OL) Rhonwen glyn Conwy East 1.5 hours
Tue Aug 6 6:00 PM - 7:30 PM Amphitheater
Buon giorno! O, you lucky people! Truly, you are blessed amongst the living, for you have the opportunity to see *i Sebastiani*, the greatest *Commedia dell'Arte* Troupe in the Entire World, perform a *different* show just for you tonight!

***i Verdi Confusi*: Peace Week Follies**
commedia, european
TH Niccolò Bartolazzi Midrealm 1.5 hours
Thu Aug 1 7:00 PM - 8:30 PM Amphitheater
The first week needs entertainment too! Join us for *Commedia dell'Arte* follies at the Amphitheatre!

***i Verdi Confusi*: Players' Patchwork Theatre**
commedia, european
TH Niccolò Bartolazzi Midrealm 1.5 hours
Sat Aug 3 9:00 PM - 10:30 PM Performing Arts
Back for more *Commedia dell'Arte all'Improvviso* hilarity! Of course! It All Makes Sense Now! Show Contains Adult-Themed Content.

***i Verdi Confusi*: War Week Follies**
commedia, european
TH Niccolò Bartolazzi Midrealm 1.5 hours
Thu Aug 8 7:00 PM - 8:30 PM Amphitheater
Commedia dell'Arte keeps going all War! Join us for more follies at the Amphitheatre!

Il Titolo Provvisorio
commedia dellarte, 16th-century italian, performing arts and music, performance
Honorable Lady Cael O'Conaill Gleann Abhann 1 hour
Wed Aug 7 10:00 PM - 11:00 PM Performing Arts
Enjoy shenanigans of the semi-improv variety!
Adults Only! 18+ humor

A *Labor of Lazzi*
commedia dellarte, commedia, theatre
Maighstir Liam MacantSaoir No Kingdom 1 hour
Sun Aug 4 12:00 PM - 1:00 PM Amphitheater
A *Labor of Lazzi* is a *commedia* show consisting of several short scenarios, mixing performers from several different *commedia* troupes in the SCA.

PA Afternoon Series: *Commedia* Experience
commedia
PerformingArts No Kingdom 2 hours
Wed Aug 7 3:00 PM - 5:00 PM Performing Arts
Come experience *Commedia dell'Arte*! Meet the characters and the actors behind them and learn to act in comic masked style (movement, vocalization, express funny ideas). Experienced actors/directors from several well-known *Commedia dell'Arte* troupes will guide you if you're new, or give you free advice that's definitely worth the price to veteran performers!

Youth *Commedia* Performance
performance, commedia dellarte, 16th-century italian, youth
Honorable Lady Cael O'Conaill Gleann Abhann 0.5 hour
Fri Aug 9 6:30 PM - 7:00 PM Performing Arts
Watch as our talented Youth *Commedia* class students put on a show to show off their hard work!

Performance: Music

***PA Afternoon Series*: Known World Harp Expo**
instrumental music, multiple cultures, harp
LADY SIOBHAN THE HARPER East 2 hours
Tue Aug 6 3:00 PM - 5:00 PM Performing Arts
Handouts Limit 15
Bring your harps and similar instruments to share music with other harpers from the Knowne World.

Concert: Tuppence: Folk and Historical Music
concert
Honorable Lady Elizabeth de Spaldyng Atlantia 1 hour
Sat Aug 3 7:00 PM - 8:00 PM Performing Arts
Simon and Elizabeth de Spaldyng from Atlantia perform medieval, Renaissance, bardic, and original songs and tunes on a variety of instruments.

Drake Oranwood: Troubadour Next Door
bardic
THL Drake Oranwood East 1 hour
Wed Aug 7 7:00 PM - 8:00 PM Performing Arts
Drake Oranwood does his thing (which is to say, sings) once more at his Pennsic concert.

East Kingdom Garden Concert
concert, historical music, acoustic music
Mistress Raziya bint Rusa East 1 hour
Wed Aug 7 1:00 PM - 2:00 PM East Kingdom Royal Hall
Come stop by East Kingdom Royal for a concert in the Consort's garden. In case of rain we will be in the Royal Hall.

European Music Expo
concert, performance, performing arts and music
Honorable Lady Elizabeth de Spaldyng Atlantia 1.5 hours
Tue Aug 6 1:00 PM - 2:30 PM Performing Arts
The European Music Expo features songs and tunes from a variety of performers. Music selections span the SCA period, include many different instruments, and reflect numerous European music traditions.

Known World Choirs Concert
music, european
THL Siri Toivosdotter Midrealm 1.5 hours
Thu Aug 8 6:30 PM - 8:00 PM Performing Arts
Children, Youth, *Chorulus Pennsicus* and the Known World Choir perform a concert. Enjoy an evening of medieval and Renaissance choral music.

KW Recorder Ensemble/Youth Instrumental Concert
music, european
THL Siri Toivosdotter Midrealm 0.5 hour
Thu Aug 8 6:00 PM - 6:30 PM Performing Arts
The Known World Recorder Ensemble presents a concert of medieval and Renaissance music, followed by the Youth Instrumental Consort.

Stierbach Consort
historical music, instrumental music, music, performing arts and music, performance
Etan Askani der Vespern Atlantia 0.5 hour
Tue Aug 6 6:00 PM - 6:30 PM Performing Arts
Wed Aug 7 6:00 PM - 6:30 PM Performing Arts
Enjoy and explore the instrumental sounds of selections from *Le Manuscrit du Roi* (ca. 1270-1320). Features selected *Danses* and *Estampies Royales* performed on rebec, hammered dulcimer, tenor viol, recorder, and percussion by the Stierbach Consort.

The Debatable Choir
music, european
Mistress Arianna of Wynthrope Aethelmearc 0.5 hour
Mon Aug 5 7:00 PM - 7:30 PM Performing Arts
The Debatable Choir performs medieval & Renaissance music by composers like Juan del Encina, Orlando di Lasso, John Dowland, Thomas Ravenscroft, Josquin desPrez, and our favorite, Anonymous! For over 35 years, this acclaimed choir has entertained royalty and peasants, receiving kingdom awards for both the Arts and Service along the way. This year we'll be singing in Spanish, English, Latin, Middle French, and a sprinkling of Italian!

The Foxy Bard and Friends
historical music
David Anthony, The Foxy Bard East 1 hour
Mon Aug 5 8:00 PM - 9:00 PM Amphitheater
Energetic and entertaining, Foxy and friends return to the Pennsic stage to delight and charm with a medley of songs from all over the medieval world.

The Irish Frau and Friends
bardic
Mistress Aibhilin inghean Daibhidh Trimaris 1 hour
Sat Aug 3 8:00 PM - 9:00 PM Performing Arts
Join Aibhilin inghean Daibhidh, known as the Irish Frau, and her friends as they perform a mix of period and bardic music for instruments and voice. We sing, we laugh, you laugh (hopefully with us) and enjoy war songs, humorous poems, period madrigals, harp, and more!

Performance: Rehearsal

***Commedia* All Stars Dress Rehearsal On Stage.**
rehearsal, european
Dame Sophia the Orange Atlantia 2 hours
Thu Aug 8 12:00 PM - 2:00 PM Performing Arts
Closed Rehearsal for *Commedia* All Stars troupe.

***Commedia* All Stars Rehearsal**
rehearsal, european
Dame Sophia the Orange Atlantia 2 hours
Fri Aug 2 2:00 PM - 4:00 PM University Battlefield
Sat Aug 3 2:00 PM - 4:00 PM University Battlefield
Sun Aug 4 2:00 PM - 4:00 PM University Battlefield
Mon Aug 5 2:00 PM - 4:00 PM University Battlefield
Tue Aug 6 2:00 PM - 4:00 PM University Battlefield
Wed Aug 7 12:00 PM - 2:00 PM Battlefield Loud 1
Rehearsal for *Commedia* All Stars troupe: Saturday, Aug. 3, through and including Thursday, Aug. 8, daily, from 12:00 am - 2:00 pm. Closed rehearsal, but please ask if you'd like to watch.

***i Sebastiani* Closed Rehearsal**
european, commedia
Mistress (OL) Rhonwen glyn Conwy East 1 hour
Mon Aug 5 12:00 PM - 1:00 PM Amphitheater
This is a closed rehearsal for *i Sebastiani*'s Tuesday evening show.

***i Sebastiani* Closed Rehearsal**
european, commedia
Mistress (OL) Rhonwen glyn Conwy East 1 hour
Sun Aug 4 1:00 PM - 2:00 PM Performing Arts
This is a closed rehearsal for the *i Sebastiani* performance on Sunday night.

***i Verdi Confusi*: Closed Dress Rehearsal**
rehearsal, european
TH Niccolò Bartolazzi Midrealm 2 hours
Sat Aug 3 3:00 PM - 5:00 PM Performing Arts
Closed dress rehearsal for *i Verdi Confusi*'s performance in the PA Tent.

***Il Titolo Provvisorio* Dress Rehearsal**
rehearsal, commedia dellarte, 16th-century italian
Honorable Lady Cael O'Conaill Gleann Abhann 1 hour
Wed Aug 7 1:00 PM - 2:00 PM Performing Arts
Closed dress rehearsal for ITP.

Children's Choir
vocal music, european, child
Lady Tangwystl verch Gruffydd Midrealm 1 hour
Sun Aug 4 12:00 PM - 1:00 PM Performing Arts Rehearsal
Mon Aug 5 12:00 PM - 1:00 PM Performing Arts Rehearsal
Tue Aug 6 12:00 PM - 1:00 PM Performing Arts Rehearsal
Wed Aug 7 12:00 PM - 1:00 PM Performing Arts Rehearsal
Handouts Limit 20
Pennsic Children's Choir is open to all children up to age 13 who love to sing. Experience the world of Renaissance and medieval vocal music with Lady Tangwystl verch Gruffydd. We will rehearse from 12-1 pm, Sunday, August 4, through Wednesday, August 7, at the PA Rehearsal Classroom (PARC). We will be performing as part of the Known World Choirs Concert on Thursday evening of War Week. There will be a dress rehearsal Thursday, August 8 at noon in the PAT; further details TBA during regular rehearsals. Parents must attend rehearsals with children under 12. Music and more information can be found here: https://knownworldchoirs.org/children.phtml

Choral Ball Rehearsal
rehearsal, european
THL Siri Toivosdotter Midrealm 2 hours
Sun Aug 4 12:00 PM - 2:00 PM Dance
Handouts Limit 15 $2.00
Materials Limit 15 $3.00 Photocopied Music for Choral Ball
Singers and instrumentalists, come rehearse for the Choral Ball which will be held Monday evening of War Week. If possible, procure music and practice tracks in advance on the Facebook Group SCA Choral Ensemble. Walk-ins are welcome; some music will be provided. This rehearsal is not required to participate in the Ball, but it will be very helpful. Singers are encouraged to take a look and listen to the music ahead of time.

Known World Choir Rehearsals
choir, chorus, music, vocal music, performance, performing arts and music, concert
Baron Dunstan Stonehill Atlantia 2 hours
Thu Aug 1 10:00 AM - 12:00 PM Performing Arts Rehearsal
Fri Aug 2 10:00 AM - 12:00 PM Performing Arts Rehearsal
Sat Aug 3 10:00 AM - 12:00 PM Performing Arts Rehearsal
Sun Aug 4 10:00 AM - 12:00 PM Performing Arts Rehearsal
Mon Aug 5 10:00 AM - 12:00 PM Performing Arts Rehearsal
Tue Aug 6 10:00 AM - 12:00 PM Performing Arts Rehearsal
Wed Aug 7 10:00 AM - 12:00 PM Performing Arts Rehearsal
Handouts Limit 20 $5.00
Materials Limit 20 $5.00 Handout fee for printed music. Materials fee for 1/2" black binder. Students may purchase or bring their own. Music can be obtained from the Known World Choirs website.https://www.knownworldchoirs.org/
The Known World Choir, along with the Children's and Youth Choirs, and *Chorulus Pennsicus* will present a concert of medieval and Renaissance choral literature at 6:30 pm on Thursday of War Week. No auditions are required, just a love of music and a willingness to rehearse and learn! Rehearsals for KWC are 10 to noon from Thursday of Peace Week through Wednesday of War Week, and we will make a recording on Thursday afternoon. Bring a 1/2 inch black binder or plan to purchase one for use during the concert for $5.

Known World Players Cast Read-Through
THL Jolicia atte Northclyfe Midrealm 3 hours
Sat Aug 3 6:00 PM - 9:00 PM A&S 9
Known World Players will hold a cast read-through for the Pennsic 51 play "The Reckoning."

Known World Players Rehearsal
performing arts and music
THL Jolicia atte Northclyfe Midrealm 4 hours
Sun Aug 4 8:00 AM - 12:00 PM Performing Arts
Known World Players rehearsal of the Pennsic 51 play *The Reckoning.*

Known World Players Rehearsal
performing arts and music
THL Jolicia atte Northclyfe Midrealm 4 hours
Fri Aug 9 8:00 AM - 12:00 PM Performing Arts
Known World Players dress rehearsal of the Pennsic 51 play *The Reckoning* .

Known World Players Rehearsal
performing arts and music
THL Jolicia atte Northclyfe Midrealm 4 hours
Thu Aug 8 8:00 AM - 12:00 PM Performing Arts
Known World Players cast and crew rehearsal of the Pennsic 51 play *The Reckoning.*

Known World Players Rehearsal
performing arts and music
THL Jolicia atte Northclyfe Midrealm 4 hours
Wed Aug 7 8:00 AM - 12:00 PM Performing Arts
Known World Players cast and crew rehearsal of the Pennsic 51 play *The Reckoning.*

Known World Players Rehearsal
performing arts and music
THL Jolicia atte Northclyfe Midrealm 4 hours
Mon Aug 5 8:00 AM - 12:00 PM Performing Arts
Known World Players rehearsal of the Pennsic 51 play *The Reckoning.*

Known World Players Rehearsal
performing arts and music
THL Jolicia atte Northclyfe Midrealm 4 hours
Tue Aug 6 8:00 AM - 12:00 PM Performing Arts
Known World Players rehearsal of the Pennsic 51 play *The Reckoning.*

Readers' Theatre: Rehearsal
rehearsal, other
Lady Maire ni Sheaghdha East 2 hours
Thu Aug 1 10:00 AM - 12:00 PM Performing Arts
Fri Aug 2 10:00 AM - 12:00 PM Performing Arts
Readers' Theatre is a style of theater in which the actors present dramatic readings of narrative material without costumes, props, scenery, or special lighting. Actors do not need to memorize lines; they just read scripts in hand. Rehearsal Day 1 is an introduction and read-through of the script before determining roles. Day 2 is a full read-through during the day with a script-in-hand performance that evening of a Greek play called *Ecclesiazusae* (The Female Parliament).

Youth *Commedia* Dress Rehearsal
rehearsal, commedia dellarte, 16th-century italian, youth
Honorable Lady Cael O'Conaill Gleann Abhann 1 hour
Fri Aug 9 4:00 PM - 5:00 PM Performing Arts
Closed dress rehearsal for YC.

Youth Instrumental Consort Rehearsal
instrumental music, european, youth
Lady Tangwystl verch Gruffydd Midrealm 1 hour
Sun Aug 4 9:00 AM - 10:00 AM Performing Arts Rehearsal
Mon Aug 5 9:00 AM - 10:00 AM Performing Arts Rehearsal
Tue Aug 6 9:00 AM - 10:00 AM Performing Arts Rehearsal
Wed Aug 7 9:00 AM - 10:00 AM Performing Arts Rehearsal
Thu Aug 8 9:00 AM - 10:00 AM Performing Arts Rehearsal
Handouts Limit 10 $5.00
Pennsic Youth Instrumental Consort is open to all youth ages 11-19 who play an acoustic instrument (meaning it does not have to be plugged in to be played in a performance) and can read standard notation for their instrument. Experience the world of Renaissance and medieval instrumental music with Lady Tangwystl verch Gruffydd. We will rehearse from 9-9:45 am, Sunday, August 4, through Thursday, August 8, at the PA Rehearsal Classroom (PARC). We will be performing as part of the Known World Choirs Concert on Thursday evening of War Week. There will be a dress rehearsal Thursday, August 8 at noon in the PAT; further details TBA during regular rehearsals. Parents must attend rehearsals with children under 12. Music and more information can be found here: https://knownworldchoirs.org/yic.phtml Please bring printed music in a black binder. If needed, there will be binders with music available for $5.

Youth Theatre Dress Rehearsal
Honorable Lady Edekyn O Fierhie Aethelmearc 1 hour
Fri Aug 9 5:00 PM - 6:00 PM Performing Arts
Youth Theatre Dress Rehearsal for the performance.

Performance: Theater

***Whose Cause Is It Anyway* Improv Comedy Show**
commedia, improv, comedy
Dame Sophia the Orange Atlantia 1 hour
Tue Aug 6 10:00 PM - 11:00 PM Performing Arts
This troupe of SCAdians has been producing livestreamed improv comedy shows since the US election of 2020 and continues to generate laughter online every month to raise awareness about causes we believe in! Come see this troupe **live** as we generate laughter about our lives as SCAdians, Pennsic, and Philanthropy!

***Whose Line Doth It Be* : Improv Wars**
performance
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Tue Aug 6 7:30 PM - 9:30 PM Amphitheater
An improv comedy show where anything can happen as two teams compete to make you laugh.

Known World Players Pre-Show Call
performing arts and music
THL Jolicia atte Northclyfe Midrealm 1 hour
Fri Aug 9 7:00 PM - 8:00 PM Performing Arts
Known World Players pre-show call for the cast and crew of *The Reckoning* .

Known World Players Production of *The Reckoning*
performing arts and music
THL Jolicia atte Northclyfe Midrealm 3 hours
Fri Aug 9 8:00 PM - 11:00 PM Performing Arts
Known World Players production of *The Reckoning* .

Readers' Theatre
theater, other
Lady Maire ni Sheaghdha East 1 hour
Fri Aug 2 7:00 PM - 8:00 PM Performing Arts
Readers' Theatre is a style of theater in which the actors present dramatic readings of narrative material without costumes, props, scenery, or special lighting. Actors do not need to memorize lines; they just read scripts in hand.

The Pennsic Mightier: Improv Comedy Show
theater
Mistress Aibhilin inghean Daibhidh Trimaris 1 hour
Fri Aug 2 5:00 PM - 6:00 PM Performing Arts
It's the Pennsic "mightier than the sword" montage-style improv comedy show and anything can happen! Enjoy a fun night of long-form improvised comedy based on your suggestions and stories presented by the Pennsic Mightier Workshop cast!

Youth Theatre Performance
theater, multiple cultures
Honorable Lady Edekyn O Fierhie Aethelmearc 0.5 hour
Fri Aug 9 6:00 PM - 6:30 PM Performing Arts
Come see a culmination of Youth Theater classes displaying these students' hard work and creativity. A wonderful and amazing production done entirely by these brilliant kids!

Performing Arts: Bardic

Anglo-Saxon Alliterative Tradition Poetry Workshop
poetry, anglo-saxon
Honorable Lady Shoshanah bas Nachman Calontir 1 hour
Tue Aug 6 1:00 PM - 2:00 PM A&S 13
Handouts Limit 25
This is a workshop for collaborative creation of a heroic-mode poem in the Anglo-Saxon alliterative tradition (think Beowulf). I will provide the rules of the tradition (including the idea of *kennings*) and then guide the class in the creation of a short poem, on the order of a dozen lines (last year's was "50"--an evocation of being on the field that year).

Bardic 101: How to Get Started and Helpful Tips
bard, bardic, 101, new, performance, singing, singer, instrumental, story, story telling, instrument
TH Herrin Solveig Bjarnardottir East 1 hour
Sun Aug 4 11:00 AM - 12:00 PM A&S 9
I will cover what a bard is, what types of bardic there is, where you can and should perform, etiquette and faux pas and provide some resources and places to find material.

Bardic Symposium #1: Finding your Muse
bardic
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Mon Aug 5 3:00 PM - 5:00 PM A&S 9
Meet your fellow bards. While many of us already know each other, this will give newcomers a chance to match names to faces. Discuss finding inspiration for bardic compositions and how to approach starting to write. As part of discussing finding inspiration, you will help determine the theme for the writing challenge that will accompany the Bardic Symposium this week. Decided topic will be shared on the Bardic Symposium website so all may participate in the writing. View the Bardic Symposium website here: http://bardic.fun

Bardic Symposium #2: Build a Bard-Friendly Kingdom
bardic
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Tue Aug 6 3:00 PM - 5:00 PM A&S 9
How do you create bardic spaces at home and build a more bard-friendly kingdom? How can we be inclusive and accessible in the bardic arts? How do we get buy-in for bardic at a local level and build a community at home. How do we balance oral tradition and ambiance with accessibility? View the Bardic Symposium website here: http://bardic.fun

Bardic Symposium #3: Workshopping your Words
bardic
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Wed Aug 7 3:00 PM - 5:00 PM A&S 9
How do you refine a written work? What methods help you edit, change, and modify to go from a rough work to a finished piece? Discuss methods and then apply those skills in the second half of the session to workshop your writing challenge piece! View the Bardic Symposium website here: https://bardic.fun

Bardic Symposium #4: The Role of the Modern Bard
bardic
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Thu Aug 8 3:00 PM - 5:00 PM A&S 9
Discuss the role of bardic in the SCA today, tomorrow, and beyond. Given changes in society, what should we be doing and how does it fit in with where we are? How can we do it better? How well is the modern Bard promoting DEI and Accessibility in the SCA? View the Bardic Symposium website here: http://bardic.fun

Bardic Symposium #5: Feedback with Feeling
bardic
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Fri Aug 9 3:00 PM - 5:00 PM A&S 9
As bards, we put our heart into our work. Discuss how to give and receive feedback in constructive, non-harmful ways. Then, share your writing challenge song, poem, or story and receive feedback. Visit the Bardic Symposium website at https://bardic.fun

Bardic Video Voodoo
bardic
Master Cerian Cantwr Midrealm 2 hours
Tue Aug 6 1:00 PM - 3:00 PM A&S 9
Master Cerian Cantwr and Master John Inchingham the Fool describe and discuss many of the methods and cool special effects they have been utilizing to create their latest YouTube videos. They hope to de-mystify the basic tools and techniques they have been experimenting with, in the hope of encouraging other bards to follow in their footsteps. While it would be useful to have previously viewed some or all of "Another Pennsic Denied Concert" (most of the video examples that Cerian and John will use can be found there), it is not a requirement. Please join us and learn from our mistakes so that you can make new ones. The power of Bardic Video Voodoo can be yours.
Class Notes - https://tilted-windmill.com/uploads/bardic_video_voodoo.docx

Another Pennsic Denied Concert - https://www.youtube.com/watch?v=Mj97uu65nTg
A Pennsic Denied Concert - https://www.youtube.com/watch?v=3ROMwDOOLzk

Developing Stage Presence
bardic
THL Drake Oranwood East 1.5 hours
Wed Aug 7 1:00 PM - 2:30 PM A&S 9
Handouts Limit 20
Is “stage presence” just something innate, like “talent”? Or is it something bards can develop and expand through thoughtful planning and preparation? (Hint: It’s option 2.)

He Hath Rode His Prologue Like a Rough Colt
bardic, intro, performance, stage presence
Úlfarr Gylðir East 1 hour
Tue Aug 6 10:00 AM - 11:00 AM A&S 9
Handouts Limit 25
Hook your audience from the moment you step up on the stage. We'll examine why an intro is important, look at some preexisting examples of Intros, and learn to craft and perform a captivating intro that will have your audience hanging on your every word right from the start. We'll even put our knowledge to the test and create intros for some well-known pieces.

Learn A Welsh Song
music, multiple cultures
LADY SIOBHAN THE HARPER East 1 hour
Thu Aug 1 12:00 PM - 1:00 PM Performing Arts Rehearsal
Handouts Limit 15
Bring your voice, and an instrument if you want. We will learn the melody, lyrics, and chords to a simple Welsh song that has been around since the Middle Ages.

Norse Poetry Overview
bardic, european
Lærifaðir Grim the Skald East 1 hour
Fri Aug 2 11:00 AM - 12:00 PM A&S 9
Handouts Limit 12
Iambic pentameter got you down? Want to know what exactly a “ring giver” is? Do you want to write a line that ends with "silver?" Are you a fan of Egil Skalagrimson? (Who isn't?) Come on over, and we’ll go over the basics of Viking-era poetry. I will go over how Norse poetry alliterates, talk about the types and ways Norse poetry was used, and go over poetic devices such as *kennings*. We'll then go over style and format, and the specific forms Norse poetry takes. Whether you want to try your hand at writing it, or just want a better appreciation of the form? Stop by!

Old Norse Pronunciation
poetry, viking era, sagas
Lærifaðir Grim the Skald East 1 hour
Tue Aug 6 11:00 AM - 12:00 PM A&S 9
Handouts Limit 12
Do you want to spatter your Viking Era performance with actual quotes from poems or from the sagas? How about read a scroll written for a Norse persona in the original language? Using Dr. Jackson Crawford’s reconstruction of medieval Icelandic Pronunciation, we will go over how to plausibly pronounce the poems and sagas, at least as a 12th-C Icelander might. We’ll look at how the letters sound, diphthongs, stresses, and rules for when letters change their pronunciation. There will be plenty of text to read as well, so we can practice!

Performance Etiquette with Astraea
performance, theater, song, bard, music
Consorts Bard Astrapia Gorgopa (Astraea) East 1 hour
Thu Aug 1 2:00 PM - 3:00 PM A&S 9
Performing is daunting! Let’s learn how the pros are able to hold themselves together on stage, and how material gets prepped. If you’ve ever wanted to take the next steps in your public

performance journey, this class is for you!

Performing Traditional Ballads
bardic, performing arts and music
Honorable Lady Elizabeth de Spaldyng Atlantia 1 hour
Mon Aug 5 1:00 PM - 2:00 PM A&S 9
Explore some of the medieval and Renaissance era ballads from the 19th-century collection of Francis James Child, including *Scarborough Faire* and *Henry Martin*. Includes an overview of the collection, performance of a few songs, and discussion. Handout included.

Poetic Engineering
european, poetry, writing, arts, literature, bardic
Dame Ursula Mortimer Midrealm 1 hour
Sun Aug 4 2:00 PM - 3:00 PM A&S 15
What is a *trochee*? How do I get my lines to sound the way I want? How come this poem is called a ballad but that one isn't? We will answer all these questions and more. You will gain understanding of the mechanics of versemaking and the technical language that describes it. Come grab a share of these powerful tools of the wordsmith's craft.

Raunch and Romance - CCt
bardic, multiple cultures
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Thu Aug 1 7:00 PM - 9:00 PM Courtesan College
Take turns reading period and Scadian romantic and erotic poetry. Bring your sauciest stanzas, your lustiest limericks, and your amorous alliteration! We will provide some options to pick from, or feel free to bring your own! **18+ only.**
Adults Only! Adult material

Storytelling Academy
storytelling
Mistress Gabrielle d'Auvergne Aethelmearc 1 hour
Wed Jul 31 10:00 AM - 11:00 AM Minerva's Spindle
Thu Aug 1 10:00 AM - 11:00 AM Minerva's Spindle
Fri Aug 2 10:00 AM - 11:00 AM Minerva's Spindle
Sat Aug 3 10:00 AM - 11:00 AM Minerva's Spindle
Sun Aug 4 10:00 AM - 11:00 AM Minerva's Spindle
Mon Aug 5 10:00 AM - 11:00 AM Minerva's Spindle
Tue Aug 6 10:00 AM - 11:00 AM Minerva's Spindle
Wed Aug 7 10:00 AM - 11:00 AM Minerva's Spindle
During this academy, students will gain knowledge about the history and techniques for storytelling both in the SCA and the modern world. Students may attend individual sessions or all of the academy. There may be guest teachers and will be time for students to practice and receive feedback. The academy may culminate in a student performance. No classes are repeated. The focus is on developing comfort, nurturing, and honing skills within the students' capabilities. All levels are welcome. Students may view a class outline at the academy space, Minerva's Spindle 158, where classes will also be listed on the message board. Seating is limited; feel free to bring your own chair. Student performance, date, time, and location will be announced.

Telling Stories as Your Persona
storytelling, multiple cultures
Master Cariadoc West 1 hour
Thu Aug 1 11:00 AM - 12:00 PM A&S 9
Mon Aug 5 10:00 AM - 11:00 AM A&S 9
How to tell stories in a way that creates the illusion of a period story being told to a period audience, along with a discussion of sources.

The Pleasures and Perils of Making Filk
THL Drake Oranwood East 1 hour
Mon Aug 5 12:00 PM - 1:00 PM A&S 9
Handouts Limit 20
Exploration of writing and sharing "filks" (new lyrics to an existing, often modern, tune). This is a subset of songwriting skills that can bring laughter and smiles, but it is not appropriate for every venue or situation.

Writing Bardic Tales for Your Persona
Lord Patrokles Athenaios Aethelmearc 1 hour
Thu Aug 1 1:00 PM - 2:00 PM A&S 9
This class is for telling bardic tales and stories, within the time period and culture of your persona.

Writing Humorous Songs
bardic
Master Cerian Cantwr Midrealm 1 hour
Wed Aug 7 12:00 PM - 1:00 PM A&S 9
Discussion of different comedic elements and how they can be used in song writing. The handout can be found at http://tilted-windmill.com/midbards/downloads/writing_humorous_songs.doc

Performing Arts: Commedia

***Commedia Dell'Arte* Masterclass with Astraea**
commedia, commedia dellarte, masks, theater, theatre, comedy, improv, acting
Consorts Bard Astrapia Gorgopa (Astraea) East 3 hours
Wed Aug 7 11:00 AM - 2:00 PM University Battlefield
Time to get scandalous and wacky with some old time improvisation and masks! Learn about the masks, engage with the characters, and walk out of here with a mini-play performed by and for your group!

***Commedia* Character Workshop**
commedia dellarte, 16th-century italian
Honorable Lady Cael O'Conaill Gleann Abhann 1 hour
Sun Aug 4 1:00 PM - 2:00 PM A&S 9
Come learn the characters of *commedia* and how they walk, talk, and interact!

***Lazzi*: Historical and New**
commedia, commedia dellarte, lazzi, historic, hands-on
Master Anton of Winteroak East 1 hour
Wed Aug 7 11:00 AM - 12:00 PM A&S 9
In *Commedia dell'Arte*, what *lazzi* did they perform in the 1500s? What did they do during those *lazzi*? Can you invent your own *lazzi*? The answers to these questions are important to anyone performing *Commedia dell'Arte*, and so they will be answered in this hands-on class. The answer to that third question is **yes**, and we will be doing exactly that in a fun but instructive way. Before the hands-on part we will explore historic context and what is known from extant books and manuscripts from the period in a short lecture with Q and A.

Historic Scenarios: The *Corsiniana* Collection
commedia, commedia dellarte, scenarios, historic, on-going project
Master Anton of Winteroak East 1 hour
Mon Aug 5 9:00 AM - 10:00 AM A&S 9
A group of us are exploring *Commedia dell'Arte* scenarios that were written in the 1500s and are being translated and resolved by our team for publication. This autumn we will begin a three- or four-year project going through the 100 scenarios in the *Corsiniana* collection. In this class we will present a first peek at what that collection is and its origins. Of these plays, only three have ever been published in English. If you are interested in historic *Commedia dell'Arte* the details will be interesting whether you join the project or not.

Magic and Mysticism in *Commedia* Scenarios
commedia, european
Lady Avelina del Dolce No Kingdom 1 hour
Mon Aug 5 2:00 PM - 3:00 PM A&S 9
Haunting by "ghosts," magic tricks, and palmistry... Did you know that certain *commedia* scenarios by Flaminio Scala incorporate these fantastical elements and more? Join Avelina del Dolce for an engaging class about the magic and mysticism found in historical *commedia dell'arte* scenarios.

Speed Introduction to *Commedia*
commedia, european, beginner
Dame Sophia the Orange Atlantia 1 hour
Sat Aug 3 1:00 PM - 2:00 PM University Battlefield
An introductory-level class covering basic history of *Commedia dell' Arte*, the 16th-century Italian improvisational comic theater, and its stock characters with opportunities to play short scenes to try them out. We will play some theater improv games, so all students will participate! We'll also cover how to make *commedia* happen in the modern SCA. Instructors are from the troupe *Commedia All Stars.*

Stage Combat for Theater (Slaps, Punches, & Falls)
commedia, theater
Maighstir Liam MacantSaoir No Kingdom 1 hour
Thu Aug 8 11:00 AM - 12:00 PM Amphitheater
A class for those in theater and *commedia* to learn how to safely use slaps, punches, and falls on the stage and make them look real to the audience. It is suggested that you wear clothing that it is ok to get dirty in. We would prefer that attendees be **16 or older**, or be accompanied by an adult.
Adults Only! The class is made for those in theater to understand stage combat. Some body contact will take place. Limited to adults, Children are allowed, but their Parent/Guardian must be present.

Youth *Commedia Dell'Arte*
youth, commedia dellarte, 16th-century italian
Honorable Lady Cael O'Conaill Gleann Abhann 1 hour
Sun Aug 4 4:00 PM - 5:00 PM University Battlefield
Mon Aug 5 4:00 PM - 5:00 PM University Battlefield
Tue Aug 6 4:00 PM - 5:00 PM University Battlefield
Wed Aug 7 4:00 PM - 5:00 PM University Battlefield
Thu Aug 8 3:00 PM - 4:00 PM University Battlefield
Fri Aug 9 3:00 PM - 4:00 PM University Battlefield
Come learn the world of *Commedia Dell'Arte*! Classes daily until performance at the end of the week. *For ages 12-17.*

Performing Arts: Music

***Bodhrán*: The Irish Frame Drum**
european, irish, drumming
Lady Líadan Liathán Midrealm 1 hour
Wed Jul 31 4:00 PM - 5:00 PM Performing Arts Rehearsal
Bodhránista Lady Líadan, a teacher for Irish Arts Academy of Indianapolis, shows you how to choose a drum and tipper, basic Irish rhythms, and how to not get kicked out of a session. Bring a drum if you have one. (Some loaners available.)

***Chorulus Pennsicus* Auditions for Pennsic 52**
vocal music, european
THL Siri Toivosdotter Midrealm 1 hour
Sun Aug 4 2:00 PM - 3:00 PM Performing Arts Rehearsal
Open auditions for anyone interested in auditioning for the select choir, *Chorulus Pennsicus* at Pennsic 52 (2025), directed by Mistress Arianna Morgan. Previous choral singing experience is expected. Those who audition will need to sing a short piece that demonstrates their vocal abilities, and perform a short sight-reading exercise.

***Chorulus Pennsicus* Rehearsals**
rehearsal, european
THL Siri Toivosdotter Midrealm 1.5 hours
Sat Aug 3 4:00 PM - 5:30 PM Camp Lochmere: N18
Sun Aug 4 4:00 PM - 5:30 PM Camp Lochmere: N18
Mon Aug 5 4:00 PM - 5:30 PM Camp Lochmere: N18
Tue Aug 6 4:00 PM - 5:30 PM Camp Lochmere: N18
Wed Aug 7 4:00 PM - 5:30 PM Camp Lochmere: N18
Rehearsals for *Chorulus Pennsicus* Pennsic 51, 2024. Audition-only select choir. Rehearsals are in Camp Lochmere, N-18. Auditions for Pennsic 52 CP are scheduled. Previous choral experience required. Check PU Thing for further details.

***Frottole*: The Italian Proto-Madrigal**
vocal music, instrumental music, 16th-century italian
Aaron Drummond Midrealm 1 hour
Thu Aug 1 2:00 PM - 3:00 PM Performing Arts Rehearsal
Sat Aug 3 2:00 PM - 3:00 PM Performing Arts Rehearsal
The *frottole* was a popular early 16th-century Italian musical form that presaged the madrigal. Many of these songs have very catchy tunes and light-hearted texts. We will read through a few examples, and work on making them sound more musical by carefully looking at the text and music and working to improve our articulation and intonation. All instruments and voices are welcome.

***In Nomines*: Practicum**
instrumental music, european
Mistress Rebecca da Firenze West 1 hour
Fri Aug 2 1:00 PM - 2:00 PM Performing Arts Rehearsal
In Nomines are instrumental pieces for players of uneven skill, consisting of several fantasia lines and one *cantus firmus*, from the late 16th century. We will play several. Bring your instrument and music stand if you have one. All ages welcome.

***Odhecaton*: Introduction and Praticum**
instrumental music, european
Mistress Rebecca da Firenze West 1 hour
Fri Aug 2 12:00 PM - 1:00 PM Performing Arts Rehearsal
The *Odhecaton* is the first printed book of music from 1501, and covers more or less the top hits of the previous 50 years, making it a wonderful sampler of mid- to late-15th-century music. It has a mix of more and less complicated pieces; we'll play through some favorites, picking based on who we get, so don't worry about coming if you're not as experienced. Bring an instrument and stand if you have one. All ages welcome.

16th-Century Arbeau Historical Field Drum Class
instrumental music, european, percussion
Master Albrecht Catsprey Ansteorra 1 hour
Mon Aug 5 11:00 AM - 12:00 PM Battlefield
Loud 1
Class for drummers who own and play historical field drum. (This is the rope tension drum with 2 sticks.) Also welcome are *tupan* (aka *davul, tapan, atabal* or *tabl*) with 2 drum sticks and frame drums with a drum stick. No *durbekes/dumbeks/jimbes*, please. The class will study the only historical manuscript instructions on both military and dance rhythms. Possible coordination to support one of the field battles as a historical drum corps. **College level percussion experience-highly recommended.**
Adults Only! Must have at least some college level music experience.

Absolute Beginner *Doumbek*
instrumental music, middle eastern
Lord Carmine East 1 hour
Fri Aug 2 10:30 AM - 11:30 AM Touch the Earth
In this workshop, you will learn the proper hand/finger techniques to produce clean beautiful sounds from your *doumbek*. You will learn how to play several traditional Middle Eastern rhythms as well as how to switch between them. This is for first-timers and also is is fantastic for dancers who want to educate themselves about the basic rhythms.

Advanced Hammered Dulcimer Techniques
THL Vincenzo da Brescia Ealdormere 1 hour
Wed Jul 31 3:00 PM - 4:00 PM Performing Arts Rehearsal
The hammered dulcimer beyond tremolo: Vincenzo, mka Vince Conaway, brings to bear 20+ years of experience as a full-time professional *salterista* (dulcimer player) to show off the capabilities of this stunning medieval instrument.

Begintermediate *Doumbek*
instrumental music, middle eastern
Lord Carmine East 1 hour
Tue Aug 6 10:30 AM - 11:30 AM Touch the Earth
You know a bunch of rhythms...now what? Let's get "Beyond Baladi". You will learn practical rhythm combinations useful for playing songs and making your drum circle more fun. You will also learn how to add fills and embellishments to make your playing more interesting. This workshop is perfect for anyone who already knows the basic hits and rhythms.

DADGAD Guitar in Period Music
multiple cultures
THL Rutger van Groningen Midrealm 1 hour
Sat Aug 3 2:30 PM - 3:30 PM Touch the Earth
Mon Aug 5 11:30 AM - 12:30 PM Touch the Earth
Handouts Limit 10
An introduction to the versatile DADGAD guitar tuning, useful in several forms of period music. Students should possess basic guitar skills and bring their own 6- or 12-string guitar; a capo is strongly recommended, electronic tuners helpful. Basic DADGAD tuning and chord forms to be reviewed. Students will be familiarized with a medieval tune (a *cantiga*), a Renaissance tune, and a Middle Eastern tune. Time permitting, an Irish tune and song accompaniment will be explored. Handouts in tablature provided.

Exploring Rhythms and Melodies with DragonSong
historical music, instrumental music, drums, drumming, guitar, violin, music, acoustic music, improvisation, dragonsong, dancers, bellydance
Lady Unegiin Tsetseg Atlantia 1 hour
Fri Aug 2 7:00 PM - 8:00 PM Bog U
Exploring rhythms and relodies with DragonSong as we play the sun down. All levels of musicians and dancers are welcome. Bring an instrument & a chair. We will be improvising and going with the flow of the moment. This workshop will be facilitated by Jeremy, Bridget, and Marrakesh of DragonSong.

Frame Drumming 101
instrumental music
Mæstro Tommaso Franceschi Midrealm 1 hour
Thu Aug 1 1:00 PM - 2:00 PM Performing Arts Rehearsal
Mon Aug 5 2:00 PM - 3:00 PM Performing Arts Rehearsal
Tar, bendir, lag-na, Patayani thappu ... Frame drums are built and played every where/when we study. We'll introduce some of the more common varieties of hand drums as well as their fundamental techniques. Some discussion of stick-played drums is included, but this is not the emphasis. *Bodhrans* are allowed but not recommended. A limited number of loaner drums will be available.

Gathering of the Louds

instrumental music, european
Mistress Deonna von Aachen East 2 hours
Tue Jul 30 12:00 PM - 2:00 PM Battlefield Loud 1
Fri Aug 2 12:00 PM - 2:00 PM Battlefield Loud 1
Sun Aug 4 12:00 PM - 2:00 PM Battlefield Loud 1

Shawms, sackbutts and curtals, oh my. Players of loud Renaissance instruments gather just for fun to play different styles of music at each session such as *intradas* and other instrumental processionals as well as polychoral music. Not sure what these instruments are? Come listen. Do you play recorder and want to play something with more volume? Some instruments (with new reeds) may be available to try, but this is not a class for beginners. A reading knowledge of music is necessary. Bring a chair, music stand, and clothespins.

Here. Play This. Now.

instrumental music, european
THL Siri Toivosdotter Midrealm 1 hour
Wed Jul 31 12:00 PM - 1:00 PM Performing Arts Rehearsal
Handouts Limit 30 $1.00

Sight-reading class for recorders or other C and F instruments. Bring a music stand, or use one of our loaners. Safe space for honing your sight-reading skills.

How to Make Court Music Successful?

acoustic music, instrumental music, court heraldry, performing arts and music, historical music
Jadwiga Krzyzanowska Midrealm 1 hour
Sat Aug 3 3:00 PM - 4:00 PM Performing Arts Rehearsal
Wed Aug 7 2:00 PM - 3:00 PM Performing Arts Rehearsal

Musicians are often asked to play for court, especially for occasions such as coronations, investitures, and elevations. Aaron and Jadzia have been playing for these occasions for almost 20 years. They will talk about what they have found makes a successful and compelling musical experience for everyone involved. Topics will include repertoire selection, communication, and rehearsal. Heralds are especially encouraged to attend this class!

In Defense of Period Musical Notation

historical music, music, acoustic music, vocal music, european, performing arts and music
Jadwiga Krzyzanowska Midrealm 1 hour
Thu Aug 1 3:00 PM - 4:00 PM Performing Arts Rehearsal

Why learn to read period musical notation? In this class we'll explore using period notation to inform musical performance. We'll look at several pieces in both modern notation and period notation, look at some of the features of period notation, and discuss the compromises and editorial decisions that are needed to make a modern performing edition. We will also discuss strategies for learning to play from period notation.

Intro to 1604 Welsh *Robert ap Huw* Harp MSS

instrumental music, harp, historical music, performing arts and music, music
Baroness, OL OP Tangwystel Telynores West 2 hours
Wed Aug 7 12:00 PM - 2:00 PM Battlefield Loud 2
Handouts Limit 5

Introduction to the Welsh 1604 *Robert ap Huw* manuscript, the oldest known manuscript of music specifically for the harp and the unique tablature used in that manuscript. You will learn *Caniad San Silin* from the manuscript tablature. The tablature expects a nail-struck technique, but the concepts works well for bray, wire, or gut/nylon harps. **You must bring your own harp. This is an intermediate level harp class!** Students should be comfortable with placing, striking, and damping with moving hand positions.

Introduction to *Coupled Hands* for Harpers

instrumental music, harp, historical music, music, performing arts and music
Baroness, OL OP Tangwystel Telynores West 1 hour
Wed Aug 7 10:00 AM - 11:00 AM Battlefield Loud 2
Handouts Limit 5

An introduction to the historically-informed "Coupled Hands" technique for playing the harp. Suitable for all types of harps, but especially useful for wire-strung harps and bray harps played with the fingernails. Students are expected to bring a harp. Students need basic knowledge of playing the harp (at least the ability to hold the harp and play notes with a fixed hand position). Auditors are welcomed.

Iron Age to Renaissance: Origins of the Recorder

instrumental music, european
THL Jolicia atte Northclyfe Midrealm 1 hour
Wed Jul 31 1:00 PM - 2:00 PM Performing Arts Rehearsal
Handouts Limit 10 $1.00

Follow the development of the recorder, from Iron Age flutes made of bone to Henry VIII's famous collection of wooden recorders. Various sizes of recorders and other related instruments will be available for viewing. Those who wish can experiment with playing a recorder. This class is for people with and without musical experience.

Janissary Band

janissary, mehter, marching band, ottoman
Master Osman Atlantia 2 hours
Thu Aug 1 10:00 AM - 12:00 PM Battlefield Loud 1
Fri Aug 2 10:00 AM - 12:00 PM Battlefield Loud 1
Sat Aug 3 10:00 AM - 12:00 PM Battlefield Loud 1
Sat Aug 3 5:00 PM - 7:00 PM Battlefield Loud 1

Students will learn the uniforms, songs, and marches of the Ottoman Janissary marching band.

Known World Brass Choir

instrumental music, european
Sir Mieczko the Swift Midrealm 1 hour
Sat Aug 3 2:00 PM - 3:00 PM Battlefield Loud 1
Sun Aug 4 2:00 PM - 3:00 PM Battlefield Loud 1
Mon Aug 5 2:00 PM - 3:00 PM Battlefield Loud 1
Tue Aug 6 2:00 PM - 3:00 PM Battlefield Loud 1
Handouts Limit 20 $2.00

Works from Renaissance composers played on brass instruments!

Bring your cornetto, your sackbut, *lysarden*, serpent or other brass instruments. Modern trombones and trumpets are ok, if that is what you have.

Bring a chair, a stand (a few loaners may be available), some paper clips, and a pencil! This year we intend to prepare a performance for the European Music Expo. There is a Facebook Group for info, and access to the music in advance (print your own and bring it). It is titled "Known World Brass Choir."

Known World Recorder Ensemble

european, recorders
THL Siri Toivosdotter Midrealm 1.5 hours
Sun Aug 4 3:00 PM - 4:30 PM Performing Arts Rehearsal
Mon Aug 5 3:00 PM - 4:30 PM Performing Arts Rehearsal
Tue Aug 6 3:00 PM - 4:30 PM Performing Arts Rehearsal
Wed Aug 7 3:00 PM - 4:30 PM Performing Arts Rehearsal
Handouts Limit 20 $2.00

Recorder players of intermediate and above abilities are invited to participate in this ensemble. Join us in having fun and making music together! We will meet for four rehearsals: Sunday - Wednesday in the PARC; Concert, 6 pm, Thursday of War Week in the PA Tent. **Age limit: 12 and up.** A limited number of soprano and alto recorders are available for loan. If you play more than one instrument, bring them all. Please bring a music stand if you have one; loaners available. Bring a 1/2 inch black binder. Sheet music (intermediate to advanced) will be provided. $2 for music packet, or free PDFs can be found on the Facebook group: Known World Recorder Ensemble. Email the instructors: THL Jolicia atte Northclyfe (washington.julie@gmail.com), and The Honorable Lady Siri Toivosdotter (JoniSyngs@gmail.com).

Late Period Rounds

vocal music, european
Mistress Elizabeth of Dendermonde West 1 hour
Sat Aug 3 1:00 PM - 2:00 PM A&S 9

Come help sing through (or listen to) some late period rounds.

Late Period Vocal Techniques

16th-century, voice, vocal, technique, castrato, castrati, performance, performer, italy, germany, france
TH Herrin Solveig Bjarnardottir East 1 hour
Thu Aug 8 10:00 AM - 11:00 AM Performing Arts Rehearsal

We will discuss how late 16th-century vocal

music was performed, ornamentation, how performance was approached, clothing. Includes the topic of vibrato and its possible use as well as the controversial role of the *Castrati* as performers and in society.
Adults Only! Discussion of castration techniques on youth (pre 11 years old)

Middle Eastern Hafla!
instrumental music, middle eastern
Ziggy Atlantia 3 hours
Mon Aug 5 7:00 PM - 10:00 PM Middle Eastern
Live music and dance! Please come to the Middle Eastern tent for playing music and dancing to said music! All instruments, and musicians attached to them, are invited. All dancers of any age, gender, and experience are welcome!

Middle Eastern Melody and Drumming
Samir Atlantia 1 hour
Tue Aug 6 1:00 PM - 2:00 PM Middle Eastern
Wed Aug 7 1:00 PM - 2:00 PM Middle Eastern
The following Middle Eastern Melody and Drumming classes will focus on learning both the main melody and the bass melody for a couple of familiar songs and a couple of new songs. Bring your favorite melody instrument or a drum or both if you are so inclined. Basic instruction for learning the rhythms will be provided for each of the melodies. A limited number of handouts including historical notes, drumming notations, melody notations, and sheet music will be available on a first come basis. A Google docs copy of the handouts and MP3 files of the songs can be obtained by sending an email request to briansbeaman@gmail.com.

Song Name	Rhythm	Origin	Class Date
Miserlu	Bolero	Lebanese	8/6/2024
Ikariotikos	Khaligi	Greek	8/6/2024
Karoon	Ayoub	Armenian	8/8/2024
Por Que Llorax	Bolero	Sephardic	8/8/2024

No, It's Not a Tiny Guitar: The *Citole* and You
instrumental music, music, performing arts and music, 12thc, 13thc, 14thc
THL Adelisa Salernitana East 1 hour
Tue Aug 6 2:00 PM - 3:00 PM Performing Arts Rehearsal
Can't afford a lute? Do barre chords hurt your hands? Is your persona before 1500 and you've always wanted to be more musically "in tune" with your portrayal? Can a ukulele be made more "period"? I'll try to answer these questions and many more as I tell you the wonders of the medieval chordophone known as the *citole*. I'll talk about when and where they were popular, a bit about their theorized tunings, and what kind of repertoire can be played on them. There might also be a tiny bit about reading period manuscripts, but there will also be a list of musical sources in modern notation for you to track down and have fun with.

Ottoman Marching Music
mehter, ottoman, janissary
Master Osman Atlantia 2 hours
Mon Jul 29 10:00 AM - 12:00 PM Battlefield Loud 1
Tue Jul 30 10:00 AM - 12:00 PM Battlefield Loud 1
Wed Jul 31 10:00 AM - 12:00 PM Battlefield Loud 1
Music of the Pennsic Janissary Band will be examined, taught, and rehearsed, including *Ceddin Deden*, *Genc Osman*, *Hucum March* and *Demedim Mi*.

Owain Phyfe's Music: The Songs that Inspired Him
vocal music, european
THL Siri Toivosdotter Midrealm 1.5 hours
Tue Jul 30 2:00 PM - 3:30 PM Performing Arts Rehearsal
Handouts Limit 25 $1.00
Owain Phyfe was a well-known Pennsic performer, and he roamed the country entertaining at many Renaissance Festivals. He would find medieval and Renaissance songs and make them his own. In this class we will discover the originals (as best we can find them) that inspired his performances. We will listen to some recordings and sight read some of the songs. Bring your voice and/or instruments and your mug for toasting!

Pennsic Youth Choir
youth, choir, vocal music, performing arts and music
Mistress Arianna of Wynthrope Aethelmearc 1 hour
Sat Aug 3 1:00 PM - 2:00 PM Performing Arts Rehearsal
Sun Aug 4 1:00 PM - 2:00 PM Performing Arts Rehearsal
Mon Aug 5 1:00 PM - 2:00 PM Performing Arts Rehearsal
Tue Aug 6 1:00 PM - 2:00 PM Performing Arts Rehearsal
Wed Aug 7 1:00 PM - 2:00 PM Performing Arts Rehearsal
We will participate in a dress rehearsal/recording session on Thursday, Aug. 8 at noon, and perform that evening at 6:30 pm, as part of the Pennsic Choirs Concert. Your director will provide you with a media release to sign.

Pick-up Recorder Consort
performing arts and music
Honorable Lady Shoshanah bas Nachman Calontir 1 hour
Thu Aug 8 1:00 PM - 2:00 PM Performing Arts Rehearsal
Informal pick-up group for playing recorder music. I have a variety of multi-part music to share around and a few extra instruments.

Post-Apocalypse: The Walking *Dum*
instrumental music, middle eastern
Ziggy Atlantia 1.5 hours
Sat Aug 3 12:30 PM - 2:00 PM Touch the Earth
Sun Aug 4 12:30 PM - 2:00 PM Touch the Earth
Mon Aug 5 12:30 PM - 2:00 PM Touch the Earth
Tue Aug 6 12:30 PM - 2:00 PM Touch the Earth
This is a beginintermediate/pre-advanced drumming class. Rhythm exercises to strengthen both right and left hands with different accents. Learn different rhythms and patterns beyond the basic 2, 4, and 8 counts. **Bring your own drum**.

Pre-16th-Century Musical Modal Improvisation
instrumental music, multiple cultures
Master Albrecht Catsprey Ansteorra 1.5 hours
Sat Jul 27 1:00 PM - 2:30 PM Cafe Merhaba
Sun Aug 4 1:00 PM - 2:30 PM Cafe Merhaba
Tue Aug 6 1:00 PM - 2:30 PM Cafe Merhaba
Wed Aug 7 1:00 PM - 2:30 PM Cafe Merhaba
Thu Aug 8 1:00 PM - 2:30 PM Cafe Merhaba
Musician class for acoustic instruments to learn medieval modal improvisation that will teach the student to create melodies on the spot for both free form and structured rhythmic forms. Students are required to be very familiar with their instruments. Reading music is not required but really helps, especially your major and natural minor scales. **College level.**
Adults Only! College level musical knowledge is highly recommended.

Running a Dance Musician Pit
instrumental music, european, european dance, historical music
Master Albrecht Catsprey Ansteorra 2 hours
Tue Jul 30 1:00 PM - 3:00 PM Dance
This lecture and applied performing class will discuss methods for running and conducting pickup musicians' group to support SCA dance events. Musicians, bring your acoustic instruments and be ready to do some playing and possibly some conducting. We'll go through methods and key techniques to have a smoothly run dance event, using coordination with the dance teacher and interaction with all musicians. Please bring instrument, music stand, and Pennsic pile copy. **College level of musicianship.**
Adults Only! College level of musicianship is highly recommended

SCA Ukulele
bardic, multiple cultures
Honorable Lord Simon de Spaldyng Atlantia 1 hour
Fri Aug 2 2:00 PM - 3:00 PM Performing Arts Rehearsal
Explore the ways ukuleles may be used for period and filk material. Learn basic chords and a few songs. Bring your ukulele. Handouts provided.

Seven Rhythms of Pennsic Apocalypse
instrumental music, middle eastern
Ziggy Atlantia 1.5 hours
Sat Aug 3 10:00 AM - 11:30 AM Touch the Earth
Sun Aug 4 10:00 AM - 11:30 AM Touch the Earth
Mon Aug 5 10:00 AM - 11:30 AM Touch the Earth
This is a beginner drumming class. Learn the basic rhythms used most often in drum circles and music within the SCA. This is a 3-part class that teaches different rhythms each day. **Bring your own drum**.
Day 1- *Saidi, Beladi, Maqsum*
Day 2- *Chiftitelli, Masmoudi*
Day 3- *Ayub, Malfouf*

The Basics of Hammered Dulcimer
music, european
THL Vincenzo da Brescia Ealdormere 1 hour
Sun Aug 4 10:00 AM - 11:00 AM Battlefield Loud 1
The hammered dulcimer has an extensive history

through medieval and modern times, which will be explored both through historical exposition as well as its tuning and basic performance practice.

Uke Can Do It! Beginner Ukulele Class
bardic, european
Baroness Hugoline the Delicate East 1 hour
Thu Aug 1 3:00 PM - 4:00 PM A&S 6
Handouts Limit 20
All levels of experience are welcome! Bring your uke and/or your singing voice, and learn some fun period songs and songs of the Current Middle Ages. Chords and lyrics will be provided.

Viola da Gamba Reading Session
instrumental music, viola da gamba, vielle, renaissance violin, quartet, quintet
Master Albrecht Catsprey Ansteorra 2 hours
Fri Aug 2 1:00 PM - 3:00 PM Bog U
Wed Aug 7 2:00 PM - 4:00 PM Bog U
This will not be a class but an actual reading session for intermediate reading level musicians with historical (pre-18th c.) bowed instruments: Viola da Gamba, vielles, Renaissance violin (gut strings and ren bow). We will be reading charts (quartet or quintet depending upon who chimes in pre-Pennsic) with maybe a few challenging fantasias (train wreck potential = 80%). We will be playing at 440. Bring music stand and clothes pins. **College-level**
Adults Only! College level music reading required.

Warm Up Hafla!!
instrumental music, middle eastern
Ziggy Atlantia 3 hours
Thu Aug 1 7:00 PM - 10:00 PM Middle Eastern
Have you had a long town run? Have you missed playing and dancing at Pennsic? Then come for a warm-up hafla to get your blood moving! Live music and dance! Please come to the Middle Eastern tent for playing music and dancing to said music! All instruments, and musicians attached to them, are invited. All dancers of any age, gender, and experience are welcome!

Wire-Strung Harp for Absolute Beginners
performing arts and music, instrumental music, harp, music, historical music
Baroness, OL OP Tangwystel Telynores West 1 hour
Sun Aug 4 2:00 PM - 3:00 PM Duprey Creations Merchant Booth
A very basic introduction to the fundamentals of the Gaelic wire-strung harp. Topics include these points:
Holding the harp and hand position. Learn how not to injure yourself playing!
Tuning the harp.
Striking the strings with the fingernails... or finger pads. Your choice.
Exercises with fingers in a fixed position.
Learn the first tune traditionally taught to Gaelic Harpers.
Possible loaner harp at Duprey Creations Merchant Booth. Contact me for details or bring your own harp.
Handouts include a brief history and the beginning exercises and first and second tunes.
Ability to either read music or memorize from ear is a definite plus, but anyone is welcome to show up and I'll teach you what I can. All ages emphatically welcomed. This class is aimed at wire-strung harps. Gut/nylon-strung are welcome but I can't teach that style (which is different), though I will try to point you at people who can.

Performing Arts: Other

Let Your Voice be Heard: Public Speaking for Youth
court heraldry, voice heralding, youth, beginner
Mistress Medhbh inghean Ui Cheallaigh East 1 hour
Fri Aug 2 11:00 AM - 12:00 PM A&S 6
Thu Aug 8 11:00 AM - 12:00 PM A&S 6
Projecting your voice is not just shouting! Learn performance techniques including body posture and warm-up vocal exercises to help your voice carry far without wrecking your throat.

Magic as a Performing Art
magic, theater
Dr Henry Best Midrealm 1 hour
Thu Aug 8 11:00 AM - 12:00 PM A&S 12
Theory and practice of magic as a performance art, taught by a professional magician. We will cover three period tricks from Scot's *Discoverie of Witchcraft*, 1584, for close-up, parlor, and stage. The class will be sworn to secrecy and real working methods will be taught.

My Ukulele Is a Guitar
instrumental music, european
Mæstro Tommaso Franceschi Midrealm 1 hour
Wed Jul 31 2:00 PM - 3:00 PM Performing Arts Rehearsal
The history of the Renaissance 4-course guitar and its direct descendant the baritone ukulele. The story of the lute's much lesser-known cousin, its surviving music, and its general disreputation.

Riding Before the Prince
equestrian, research
THL Gesa van Wellenstein Aethelmearc 1 hour
Wed Jul 31 9:00 AM - 10:00 AM A&S 14
During the 16th century, riding evolved from its martial origins into an art form practiced by noblemen and kings. The riding masters of the mid-16th century had definite ideas of what was proper for both horse and rider. During this class we will review different documentations about how riders showed off their own riding skills and their mount's best abilities to the royalty. We will cover how to create your own ride using workable transitions between patterns. The second half of this class will cover how to score the rides, based on horsemanship and use of historical references.

Voice Heralding 101
multiple cultures
Baron Snorri skyti Bjarnarson Aethelmearc 1 hour
Mon Aug 5 1:00 PM - 2:00 PM Battlefield Loud 2
From SCA.org: "Voice heralds" are used for "crying out announcements, announcing the fighters entering the list field, as well as acting as the voice of the nobility in court, reading the scrolls that accompany the awards being given out."
"Book heralds": helping members of the SCA to research period names and design devices (armory), as well as registering them with the SCA College of Heralds.
"Protocol heralds": recording the awards and honors that are given in court, drafting period-style ceremonies for use in court, determining the precedence of award holders, as well as other legal niceties in all sorts of situations.
This class deals with Voice Heralds. Learn how to project your voice, what to say, and how to say it!

Performing Arts: Theater

***Everyman* Auditions**
theatre, performing arts and music
Perronnelle de Croy East 2 hours
Tue Aug 6 2:00 PM - 4:00 PM Amphitheater
Thu Aug 8 2:00 PM - 4:00 PM Performing Arts
Auditions are open for any individual interested auditioning for the Pennsic 52 show, *Everyman*. No monologue necessary.

***Whose Line Doth It Be* Auditions**
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Tue Aug 6 4:00 PM - 6:00 PM Amphitheater
Audition to be in the 7:30 pm *Whose Line: Improv Wars* show. We will do a variety of games and select two teams of participants for the show.

Introduction to Acting
theatre
Honorable Lady Cael O'Conaill Gleann Abhann 2 hours
Thu Aug 8 1:00 PM - 3:00 PM A&S 9
Join us as we cover breath control, movement, and understanding characters!

NOT You Billy: Elizabethan Theatre Beyond the Bard
theater, european
Lady Katherine Coscombe Midrealm 1 hour
Mon Aug 5 1:00 PM - 2:00 PM A&S 8
Handouts Limit 15
Shakespeare is not the only playwright to know from the 16th-C English stage. Explore other notable figures of Elizabethan Theatre.

Pennsic Youth Theatre
theater, multiple cultures, youth, children, teen, performance
Honorable Lady Edekyn O Fierhie Aethelmearc 1 hour
Sun Aug 4 1:00 PM - 2:00 PM Amphitheater
Mon Aug 5 1:00 PM - 2:00 PM Battlefield Loud 1
Tue Aug 6 1:00 PM - 2:00 PM Amphitheater
Wed Aug 7 1:00 PM - 2:00 PM Amphitheater
Thu Aug 8 1:00 PM - 2:00 PM Amphitheater
Fri Aug 9 1:00 PM - 2:00 PM Amphitheater
For kids ages 5-17 interested in exploring their creative and theatrical sides through storytelling, acting, and producing their very own play! Come join us as we build a theatre show from the ground up, giving younger kids a creative outlet for all that pent-up camping energy! **Children 12 and under must have a parent or guardian present.**

Speak the Speech: Shakespearean Text Analysis
theater, european, shakespeare
Mistress Marguerite du Cheneau Atlantia 2 hours
Wed Jul 31 12:00 PM - 2:00 PM A&S 9
Sun Aug 4 2:00 PM - 4:00 PM A&S 9
A deep dive into the (mundane) process a professional actor uses to analyze Shakespearean text for performance to make it clear and approachable. We will start with the

basics (scansion, paraphrasing) and, depending on class comfort and experience level, continue into advanced topics like tone color, imagery, pitch/pace/intensity, point of view/point of focus, breath work, etc. Appropriate for novice and experienced performers alike. Class level will be tailored for those present. This will be a participatory class, though observers are permitted. If possible, please bring 3-6 lines of Shakespearean verse, memorized and written down. Instructor will have options for those who do not have text ready to work with. We **will** end class in time to go to Opening Ceremonies.

The Pennsic Mightier: Improv Workshop

theater
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Tue Jul 30 1:00 PM - 3:00 PM Amphitheater
Wed Jul 31 1:00 PM - 3:00 PM Amphitheater
Thu Aug 1 1:00 PM - 3:00 PM Amphitheater
Fri Aug 2 1:00 PM - 3:00 PM Amphitheater

This improv workshop is designed to address intermediate and advanced level improv skills focused on creating unique characters, building relationships, committing to a scene, and exploring long-form improv. Long-form improv is a building block for work in *commedia* and sketch comedy. The character and scene work will improve your overall acting skills as well as building confidence in everyday life.

This workshop will culminate in a performance on Friday 8/5 in the Performing Arts Tent; however, the performance is optional if you would prefer to attend the workshops without performing live. You must have prior improv experience (modern experience or prior Pennsic classes, etc.) and be familiar with the basics of “Yes, and” to participate in this class.

Those without experience may be allowed at the instructor’s discretion. You do not have to attend every workshop; however, different skills will be addressed each day and attendance at all is beneficial. The Friday workshop is mandatory if you would like to perform in the show.

This class is for ages 18 and up; however, younger students may be allowed with both parental and instructor permission.

Please attend the first workshop (with a parent, for those under 18) or contact the instructor in advance to participate.

Adults Only! Experience required, adult content likely. Under 18 may request to attend with parental and instructor permission.

Western Theater Origins

theater, performing arts and music, early period
Meriorie Matheson Atlantia 1 hour
Sun Aug 4 12:00 PM - 1:00 PM A&S 9
Thu Aug 8 11:00 AM - 12:00 PM A&S 9
Handouts Limit 10

Many people enjoy both performing and observing theater, but few stop to think about why, where, when, and how it started. This class provides an overview of early Western theater, from the pre-historic Middle East through its decline during the Byzantine Empire. Discussion will also include the structure and substance of ancient plays, from the performers to the stage and props, and will explore features that ultimately influenced later (medieval and modern) theatrical styles.

Persona

An Examination of Romani in Art

romani, art
Baroness Pesha of Little Egypt Ealdormere 1.5 hours
Wed Jul 31 2:00 PM - 3:30 PM A&S 13
Sat Aug 3 2:00 PM - 3:30 PM A&S 13

We will be examining representations of Romani in art both within SCA period and a bit beyond. We will look at and discuss how they are portrayed (good vs. evil), clothing choices, how to incorporate this into the SCA, and how to spot a Romani in art. **Note**: There will be uses of the slur term for these people in the titles of some pieces of art. The instructor will only use the term Rom/Romani when referring to these people within the class.

Assassin's Game

THL Rue Aethelmearc 2 hours
Thu Aug 1 3:00 PM - 5:00 PM A&S 18
Tue Aug 6 4:00 PM - 6:00 PM A&S 18

The Royally Chartered Guilds of the East and Æthelmearc have been playing an assassin game at Pennsic for ten years now that takes a few days to complete. Given our schedules, we decided to see if we can pack one into two hours. So come and learn safe assassin techniques and expectations, then go play a 90-minute assassin's game set up for you!

Being Your Persona

persona, multiple cultures
Master Cariadoc West 1 hour
Tue Jul 30 1:00 PM - 2:00 PM A&S 14
Wed Aug 7 3:00 PM - 4:00 PM A&S 5
Handouts Limit 30

How to maintain the illusion at an event that you are a period person interacting with other period people.

Courtesan Persona 101 - CCt

persona, multiple cultures
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Sat Aug 3 1:00 PM - 3:00 PM Courtesan College
Thu Aug 8 10:00 AM - 12:00 PM Courtesan College

This is an **adults only** class for those interested in portraying a courtesan persona in the SCA. People of all ages **over 18** and all genders welcome. We will be discussing how to speak and act like an elite sex worker and how to handle a number of situations you might find yourself in while in persona at events. For a list of content warnings or any further information, please contact Ginevra at ginevrafiammettadisilvestri@gmail.com.

Adults Only! Main topics are sexuality and sex work

Introduction to the 64 *Kalas* - CCt

far eastern, courtesans, india
Lady Nagasani Palanikar Midrealm 1 hour
Wed Aug 7 11:00 AM - 12:00 PM Courtesan College
Handouts Limit 20 $3.00

An introduction to the 64 *Kalas*, or arts, of the Indian courtesan. We'll go over what they were with examples of what they entailed. **Age 18+.**

Adults Only! Primary source material is the Kama Sutra

Irish Culture and the Brehon Laws

irish, law, culture
Lady Líadan Liathán Midrealm 1 hour
Tue Jul 30 2:00 PM - 3:00 PM A&S 14
Handouts Limit 20 $2.00

Life on a little island was ordered by a detailed system of education, advancement and laws. If you wish to portray an Irish persona, you should know your place in their system, their laws, how they were enforced, and what we can learn about the ancient Irish people from the Brehon Laws.

Medieval Virtues as Persona Development

multiple cultures
Dame Sciath ingen Chaennaig Ealdormere 1.5 hours
Wed Jul 31 12:00 PM - 1:30 PM A&S 5
Handouts Limit 15 $2.00

Virtues, as characteristics of behavior and attitudes, were greatly lauded by medieval writers, across multiple faith and cultural traditions. This class explores how these virtues (and possibly vices) may provide modern-day medieval recreationists with another source to develop personas as performative elements in the SCA. What do *Eddas* tell us about viking virtues? Does Maimonides help us in developing Jewish personas? How do we view the writings of the Church Fathers to better portray who we want to be in the SCA?

Nigel's Fire Starting Class

Master Nigel leHaie No Kingdom 1 hour
Wed Jul 31 10:00 AM - 11:00 AM A&S 4
Sat Aug 3 1:00 PM - 2:00 PM A&S 4
Tue Aug 6 3:00 PM - 4:00 PM A&S 4

You too can learn how to start a fire just like the Roman, Vikings, Saxons, and all other people of the Middle Ages. Learn the history, technology and practical techniques of starting a fire with flint and steel.

Everyone gets to try! **Adult only; fire making. Adults Only! We make fire.**

Romani: An Introduction to Playing the Persona

persona, multiple cultures
Baroness Pesha of Little Egypt Ealdormere 1.5 hours
Tue Jul 30 1:00 PM - 2:30 PM A&S 12
Sun Aug 4 2:00 PM - 3:30 PM A&S 13

Want a *Romani* persona, but don't know how/where to start? Learn about the *Rom*, their history, common pitfalls, and the fun of this fascinating persona. We will be covering their history, migration routes, clothing, and how to portray this persona within the SCA. Note: There will be references of the slur term for these people in the titles of some pieces of art and book titles. The instructor will only use the term Rom/Romani when referring to these people within the class.

Scythian and *Saka* Persona Development

scythian, saka, nomad, early period, eurasia, central asia
Olivier de Bayonne Atlantia 1 hour
Sat Aug 3 10:00 AM - 11:00 AM A&S 12

We'll discuss assorted considerations for creating or building on the basis of a Scythian or *Saka* persona, which are parts of a cultural spectrum of Eurasian steppe "barbarian" nomads from roughly 900BC-200AD. Participants are welcome to share their own efforts in developing a relevant persona.

Sources for Islamic Persona: A Discussion
middle eastern
Master Cariadoc West 1 hour
Wed Jul 31 3:00 PM - 4:00 PM Middle Eastern
Anyone with such a persona, interested in developing one, or with suggestions of how to develop one, is welcome to join in.

The Dangerous Beauty: Series 1, *Esprimiti* ! - CCt
persona, european, courtesans, courtesy, flirting, conversation skills
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Wed Jul 31 10:00 AM - 11:30 AM Courtesan College
Handouts Limit 10 $1.00
A series on the Arts of a Courtesan (Express Yourself!) You - yes, *you* have within you the power to secure a military alliance, curate courtly influence, maybe feel more assurance about attending Court, or just chat with that interesting person you met at fighter practice last week. We will be discussing and practicing how to look and act like an elite sex worker while in persona, based on a combination of both extant European period writings on social behavior with modern framing of deportment, etiquette, and seduction. This section will cover conversation skills, remembering names, wit, charm, walking and talking, flirting, non-verbal languages. Please come ready to try the skills we discuss - but there is only gentle pressure. There will be handouts available. **18+**
Adults Only! Main topics are historical sex work, sexuality, and sex-related subjects

The Dangerous Beauty: Series 2, *La Bella...* - CCt
persona, european, courtesans, courtesy, multiple cultures
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Thu Aug 1 10:00 AM - 11:30 AM Courtesan College
Handouts Limit 10 $1.00
A series on the Arts of a Courtesan (The Beautiful!) You - yes, *you* have within you the power to secure a military alliance, curate courtly influence, maybe feel more assurance about attending Court, or just chat with that interesting person you met at fighter practice last week. We will be discussing and practicing how to look and act like an elite sex worker while in persona based on a combination of both extant European period writings on social behaviour with modern framing of deportment, etiquette, and seduction. This section will cover attractiveness, confidence, sex appeal, body language, and comportment. There will be handouts available. **18+**
Adults Only! Sexual subjects will be discussed

The Dangerous Beauty: Series 3, *La Tresca* ! - CCt
persona, european, multiple cultures, courtesans, courtesy
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Fri Aug 2 10:00 AM - 11:30 AM Courtesan College
Handouts Limit 20 $1.00
A series on the Arts of a Courtesan (The Intrigue!) You - yes, *you* have within you the power to secure a military alliance, curate courtly influence, maybe feel more assurance about attending Court, or just chat with that interesting person you met at fighter practice last week. We will be discussing and practicing how to look and act like an elite sex worker while in persona based on a combination of both extant European period writings on social behaviour with modern framing of deportment, etiquette, and seduction. This section will cover table manners, eating and drinking, serving and being served, and the fine art of being a host. Please bring a napkin, plate, bowl, eating utensils, a drinking vessel, and a small snack to share. There will be handouts available. **18+**
Adults Only! Sexual subjects may be discussed

The Dangerous Beauty: Series 4, *Allora!* - CCt
persona, european, games, courtesans, courtesy, interpersonal skills, conversation, flirting
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Sat Aug 3 10:00 AM - 11:30 AM Courtesan College
Handouts Limit 20 $1.00
A series on the Arts of a Courtesan (And So!) You - yes *you* ! have within you the power to secure a military alliance, curate courtly influence, maybe feel more assurance about attending Court, or just chat with that interesting person you met at fighter practice last week. We will be discussing and practicing how to look and act like an elite sex worker while in persona based on a combination of both extant European period writings on social behaviour with modern framing of deportment, etiquette, and seduction. This section will be *using* the skills we learned in Series 1-3 during games, period arts and pursuits, SCA activities, and consort arts. Please come ready to play the offered games: pall mall, bocce, chess, backgammon, mancala, as well as practicing conversation and flirting! Handouts will be available. **18+**
Adults Only! Sexual subjects may be discussed

Wake Up with Makeup Roman-Style - CCt
roman, cosmetology, makeup
Philippi Midrealm 1 hour
Wed Jul 31 1:00 PM - 2:00 PM Courtesan College
Materials Limit 20 $5.00 6 samples of powdered makeup, khol application stick, small mirror, plate for powders
The Romans had a long history of 'borrowing' the beauty standards of their neighbors, encouraging a palette of rich color meant to influence and lure. We will focus on the Greek and Egyptian influences in Roman beauty culture. Pleasantly, many of the popular well-traveled cosmetology practices of then hold true today in safer fashions. Let us not focus on the negatives of historical beauty standards. Instead, in a class setting, we will interact with safe, accessible modern variations of historical facial products meant for the enhancement of the eyes. Participants will receive makeup samples and "personalized to Pennsic" application tools to use during class and take home. Attendees should plan to attend the class with fresh powder-free eyes, skin tint foundations will not be included and should be applied before or after class as desired. Handwashing and sterilized tool practices will be encouraged. All genders and identities are welcome, beauty has no barrier.

Welsh Persona Meet Up
persona
Lord Dai Gerdwr Midrealm 1.5 hours
Wed Aug 7 4:00 PM - 5:30 PM A&S 5
Croeso ! Are you Welsh or want to be? Meet with others who share a love for the culture and history to exchange information and resources.

What Style of Book Would My Persona Have?
bookbinding, history, persona
Dame Roana Aldinoch Midrealm 1 hour
Mon Aug 5 10:00 AM - 11:00 AM A&S 14
Tue Aug 6 9:00 AM - 10:00 AM A&S 8
Handouts Limit 10 $1.00
Books have changed in structure, design, and materials throughout the ages. Do a dive into these changes to see what style of book your persona would have had, or even if they would have had access or need at all.

Research

Alchemy in Period
history
Lord Bryn of Celyddon Midrealm 1.5 hours
Fri Aug 2 9:00 AM - 10:30 AM A&S 7
Handouts Limit 20
An overview of what transmutational alchemy (both metallurgical and medicinal) was within antiquity, the medieval period, and the Renaissance. The course surveys what alchemy was and wasn't, where it was practiced, who its most prominent practitioners were, and what they achieved.

Basics of Research
research, basics
Mistress Raziya bint Rusa East 1 hour
Thu Aug 1 1:00 PM - 2:00 PM A&S 15
Tue Aug 6 10:00 AM - 11:00 AM A&S 13
Handouts Limit 20 $1.00
A talk for beginners on research and documentation in the SCA. We will cover sources, documentation, and some free resources. Questions encouraged. This class is part of a series run by the East Kingdom's MoAS staff to help promote best practices within the A&S community.

Be as the Bees: Central Europe
research, beekeeping, germany, poland, central europe, late period
Rav Ezra de Barcelona Midrealm 1.5 hours
Sun Aug 4 9:00 AM - 10:30 AM A&S 7
Wed Aug 7 2:00 PM - 3:30 PM A&S 7
No picture of medieval life is complete without accounting for the ubiquity of bee products. This class will survey the social, economic, and environmental contexts of the production, trade, and consumption of apicultural goods in Central Europe from the 14th to 16th centuries, covering Germany and Poland and their environs. Catalan honey, a prized import of the time, will be available to sample at the end of class.

Be as the Bees: Northern Europe
research, baltic, england, britain, east europe, beekeeping, late period
Rav Ezra de Barcelona Midrealm 2 hours
Thu Aug 1 9:00 AM - 11:00 AM A&S 8
Fri Aug 2 1:00 PM - 3:00 PM A&S 8
No picture of medieval life is complete without accounting for the ubiquity of bee products. This class will survey the social, economic, and environmental contexts of the production, trade,

and consumption of apicultural goods in Britain and the Baltic Sea from the 14th to 16th centuries, with a focus on the Kingdom of England and the Hanseatic trade league. Catalan honey, a prized import of the time, will be available to sample at the end of class.

Be as the Bees: The Mediterranean
european, north african, beekeeping, late period, research, iberia, mediterranean
Rav Ezra de Barcelona Midrealm 2 hours
Tue Jul 30 9:00 AM - 11:00 AM A&S 8
Wed Jul 31 1:00 PM - 3:00 PM A&S 7
A review of research regarding the social, economic, and environmental contexts of apiculture from the 14th to 16th centuries in the Mediterranean Basin. Most discussion will regard Iberia and Northern Africa. Samples of Catalan honey will be available at the end of class.

Beyond the Baba Yaga
east europe, lecture, history
HL Laska Koudelka Trimaris 2 hours
Wed Jul 31 1:00 PM - 3:00 PM A&S 15
We will start with Baba Yaga, but we will not stop there. Learn about Koshchei the Deathless; Zmei Gorynich, a three headed dragon, and others and how they fit into many tales.

Cannabis in the SCA Period
Mistress Ysabel da Costa East 1 hour
Mon Aug 5 4:00 PM - 5:00 PM Bog U
Handouts Limit 25
A global survey of cannabis from ancient times to 1600, with emphasis on its use as a drug. We'll explore what it was like, how it was consumed, and its status in SCA-period societies and the modern SCA. Recipes for several period cannabis edibles will be included. **Age 18+ Adults Only! Discusses cannabis as a drug.**

Commonplace Books Past and Present
Lady Rosie Dubroc Midrealm 1 hour
Sat Aug 3 11:00 AM - 12:00 PM A&S 7
Handouts Limit 20
Commonplace books have been used since antiquity as an organized way to save and compile knowledge. They take many forms and serve many purposes. This class will provide a brief history of the commonplace book and then provide information on how to use modern technology and a variety of apps to create your own digital commonplace book. This class also draws heavily on Tiago Forte's book *Building a Second Brain.*

Documentation for Brewers
brewing
Lord John Kelton of Greyhorn East 1 hour
Sun Aug 4 4:00 PM - 5:00 PM A&S 18
Wed Aug 7 11:00 AM - 12:00 PM A&S 18
Handouts Limit 15 $1.00
We'll discuss different type of brewing documentation and how to choose. We will also review the East Kingdom A&S and EK Brewers Guild paneling rubrics.

Horse Maintenance in the 14th Century
research, equestrian
THL Gesa van Wellenstein Aethelmearc 1 hour
Thu Aug 1 8:00 AM - 9:00 AM A&S 14
The information on horse care during the 14th century in Europe is based primarily on documentation by Jordanus Ruffus. We will talk about how horses were stabled, groomed, and fed during this time period. I will also include my research on halters and hoof picks in this class.

How to Create an Annotated Bibliography
research, writing
Lucretia Marcella Midrealm 1 hour
Wed Aug 7 2:00 PM - 3:00 PM A&S 1
Handouts Limit 25 $1.00
How to create an annotated bibliography to help you organize your research making it easier to find specific information.

I Feel Pretty and Period
european, women, womens practice, beauty
Honorable Lady Muirenn ingen ui Muirchertaig Aethelmearc 1 hour
Tue Aug 6 3:00 PM - 4:00 PM Bog U
A discussion of period skin care and hair care practices, both from the perspective of "What they did" as well as "What we can safely do." It is no secret that period skin care and hair care recipes often involved mercury, lead and arsenic, but there are also some great recipes and tools that SCAdians can use to further their immersion into their persona.

Introduction to Roman Garb
hellenistic, roman, garb, research
Berakha bat Mira v'Shlomo Calontir 1 hour
Tue Jul 30 9:00 PM - 10:00 PM Ancient Ateliers merchant booth
We are going to examine a series of frescos, most of which are from the 1st C CE, to discuss typical Roman garments as seen in Roman Italy from the skin out. We will look at both men's and women's clothing, as well as shoes and accessories. We will discuss how to find decent modern duplicates, or make your own garb and accessories! This class will be held at Ancient Atelier's merchant booth

Introduction to the Hebrew Calendar
research, bronze age, iron age, middle eastern
Berakha bat Mira v'Shlomo Calontir 1 hour
Sun Aug 4 8:30 PM - 9:30 PM A&S 17
Still in use today, the Hebrew calendar has deep roots in the ancient Levant. This class is an introduction and overview meant to situate one specific calendar in its cultural context and acquaint you with some of its month-names, holidays, and cycles, and give a little insight into its evolution from its Bronze Age origins to its use today.

Jousting Tournaments: More than Just a Hobby
other, equestrian, research
THL Gesa van Wellenstein Aethelmearc 1 hour
Fri Aug 2 8:00 AM - 9:00 AM A&S 13
Knights competed in tournaments as long as we can remember, but very little attention has been paid to the rise and fall of a knight. Winning tournaments could make you the richest and most important man at court. The homosociality amongst knight and the King will be presented, while reviewing documents of tournaments. I will also cover how peace time changed the need for tournaments, and how the populace paid a crucial factor on a knight's success. This is a fascinating topic about men showing off and fighting for honor, while building themselves and their families to a better life.

Knitting in the 16th Century: An Overview
needlework
Mistress Camilla de la Reynarde Midrealm 1.5 hours
Sun Aug 4 3:00 PM - 4:30 PM A&S 14
Handouts Limit 20 $3.00
Not only is hand-knitting period, the 16th century has a wealth of items to choose from. We'll look at a wide range of caps, gloves, and hosen. Interested in Eleanora of Toledo's stockings? I was the first to publish the pattern!

Medical Training in 1549
medicine, alchemy, persona
Rozi Galea No Kingdom 1.5 hours
Wed Jul 31 11:00 AM - 12:30 PM Bog U
This class is taught as an "Introduction to Medical Learning" which would have been taught at a medical school in 1549. A modern discussion follows. This class might interest you if you are curious about what it was like to attend a university in period, or what advances in medicine happened in the 1500s, or if you just want to learn something new. Open to all interests, abilities, and ages.

Medieval Sigillography: Wax Seals
multiple cultures
Lord Bryn of Celyddon Midrealm 1 hour
Tue Aug 6 1:00 PM - 2:00 PM A&S 7
Handouts Limit 20
Who were the bastards of Armagnac? Why did St. Peter send missionaries to Europe in 47 AD? And how did the monks of Montier-en-Der protect themselves? This class delves into the nuances of how wax seals were used (and misused) in legal documents during the Middle Ages. Class will be a lecture format and include topics of methods for doing wax sealing with modern and period materials. Includes demonstration of making and using sealing wax. Handouts provided.

Opening Up a Can of Worms: Research in the SCA
research
Lady Rosie Dubroc Midrealm 1 hour
Tue Jul 30 12:00 PM - 1:00 PM A&S 13
Handouts Limit 20
Do research and documentation seem overwhelming? Are you interested in doing an A&S project but don't know where to start? This class will teach you how to find, evaluate, and document the sources you need to research and complete an A&S project in any category.

Peafowl and Pheasants During Medieval Times
animals, european
Baron Robert Thorne Midrealm 1 hour
Wed Jul 31 4:00 PM - 5:00 PM A&S 13
A roundtable discussion of what types of pheasants were commonly seen in medieval Europe. From food to heraldry, how these gorgeous birds were utilized in period.

Show What You Know: An A&S Documentation Primer
Maistresse Mariette de Bretagne East 1 hour
Mon Aug 5 3:00 PM - 4:00 PM A&S 18
You've got the project, now show your work! Whether you're preparing for a display or a competition, this class will help you figure out the what, when, how, and why of creating A&S documentation. This class is part of a series run by the East Kingdom's MoAS staff to help

promote best practices within the A&S community.

Siberian Ice Maiden
aka, scythian, iron age, central asia
Tirgatao Skudat Aethelmearc 1 hour
Fri Aug 2 12:00 PM - 1:00 PM A&S 13
An examination of a 5th-Century BCE *kurgan* found in the Altai Republic. This class will examine the tomb and how it was constructed, the contents in the tomb, how she died, her tattoos, and burial garb. If time allows, we will talk about her influence on popular culture and current controversy surrounding her.

Simple Documentation Methods
sca
Sisuile Butler East 1 hour
Fri Aug 2 11:00 AM - 12:00 PM A&S 12
Mon Aug 5 12:00 PM - 1:00 PM A&S 12
American children learn the 5-paragraph essay format in elementary school and rely on it through high school. How do we apply the same thought process/method to write SCA documentation?

Templar TA-50
Baron Robert de Tyr Midrealm 1 hour
Wed Jul 31 11:00 AM - 12:00 PM Spartii N15
Handouts Limit 15
Templar equipment layout, as well as practical application for SCA combat.

The Knights Templar: An Overview
Baron Robert de Tyr Midrealm 1 hour
Wed Jul 31 10:00 AM - 11:00 AM Spartii N15
Handouts Limit 15
A synopsis of the history and everyday life of the Knights Templar.

The Minoans and Cultural Sharing in the Bronze Age
bronze age, minoan, mediterranean, egypt, middle east, macedonia, crete
Berakha bat Mira v'Shlomo Calontir 1 hour
Mon Aug 5 9:00 PM - 10:00 PM A&S 17
The Minoan civilization can and should be understood in the context of a wider eastern Mediterranean cultural milieu, as robust trade routes point to cultural sharing, shared motifs, and technology across the Near East, Egypt, Crete, and Macedonia during the Bronze Age. During this hour, we will examine what some of how that cultural sharing manifested in the archaeology and art of the Minoan civilization.

Unveiling the Intimate: Medieval Erotic... - CCt
Mistress Sumayya al Ghaziyya Aethelmearc 1 hour
Fri Aug 2 4:00 PM - 5:00 PM Courtesan College
Wed Aug 7 4:00 PM - 5:00 PM Courtesan College
Come learn about and discuss the historical research, archaeological findings, and cultural analysis surrounding the diverse world of "ritual" and erotic objects found throughout history. We will explore the context of these objects, the types found, the materials/construction used, and their cultural significance. By no means is this class inclusive of all cultures and areas of the world, though it will discuss a wide geographical and temporal swath. **This is an Adults Only class. Adults Only! Discussing sexual practices.**

Viking Age Feast Gear: Archeological Evidence
research, european, viking, norse
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Sat Aug 3 12:00 PM - 1:00 PM A&S 7
Handouts Limit 40 $5.00
A survey of feast gear and cookware options from among the archaeological finds of the Old Norse World. We will look at items from Birka, Gotland, Oseberg, York, & other sites; 43-page handout is available.

Viking Age Food: Archaeological Evidence
european, viking, norse, food, cooking
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Sat Aug 3 2:00 PM - 3:00 PM A&S 7
A survey of evidence for plants, birds, fish, domestic and wild animals. Includes shellfish and sea mammals eaten by Viking Age Norse people, with some discussion of farming, cooking, and preserving.

Viking Age Furniture: Archeological Evidence
european, woodworking, viking, norse, furniture
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Sun Aug 4 2:00 PM - 3:00 PM A&S 7
Handouts Limit 50 $5.00
A survey of the major finds of Viking Age furniture, with an emphasis on interpreting the finds to make reasonably accurate reproductions. We will cover digs at Norse sites such as Birka, Dublin, Gokstad, Hedeby, Oseberg, etc. 43-page handout is available.

Viking Age Textile Tools: Archeological Evidence
european, viking, norse, textiles, weaving, spinning, tablet weaving, card weaving, wool, flax
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Tue Aug 6 12:00 PM - 1:00 PM A&S 15
Handouts Limit 50 $5.00
A survey of textile tools found in Norse sites. We will look at cards, combs, looms, loom weights, shears, shuttles, skein-winders, smoothing stones, spindles and spindle whorls from Birka, Coppergate, Dublin, Hedeby, Novgorod, Oseberg and Ribe. 50-page handout is available.

SCA Life

***Poof*! You are a Peer – Now What?**
Master Oswyn Swann/Oswyn of Baðon Midrealm 1.5 hours
Tue Aug 6 1:00 PM - 2:30 PM A&S 14
This class is intended for new Peers or those on the path to Peerage. Established peers may find interesting opinions to consider as well. The question "before I was a Peer, I wish I knew *blank* was asked to a group of Peers from a variety of Orders and length of time as a Peer. Disclaimer: The class is 100% the opinion of the instructor and you may not agree with those opinions. There are no handouts as this was originally a Powerpoint presentation but I will be doing this lecture/roundtable style.

Accessibility in the SCA
THL Elisabeta Fischer Midrealm 2 hours
Wed Aug 7 11:00 AM - 1:00 PM A&S 7
Learn how to make your event more accessible.

Babies at Pennsic: A Discussion
Mistress Elizabeth of Dendermonde West 1 hour
Sat Aug 3 10:00 AM - 11:00 AM A&S 18
How to deal with babies and small children at Pennsic: a discussion by and for those who have done it, are doing it, or will do it.

Breaking the ICE: Create In Case of Elevation Doc
Master Oswyn Swann/Oswyn of Baðon Midrealm 1 hour
Mon Aug 5 9:00 AM - 10:00 AM A&S 14
Handouts Limit 20
This class will be mostly Midrealm-focused but many of the lessons should be applicable to any kingdom. The content is intended for dependents of any length of time but Peers may find some useful topics to discuss with their dependents.

Choosing to do Armored Combat: So Many Questions!
newcomers, heavy armor, rapier combatant, combat archery, marshal
Lady Cillene O Caollaidhe East 1.5 hours
Sun Aug 4 4:00 PM - 5:30 PM A&S 19
Wed Aug 7 11:00 AM - 12:30 PM A&S 19
From books to the big screen, we have a fantastic imagination of what armored combat could be. What you see here only comes close to what you imagined. This armored combat class is a 101 Q&A discussion on fighting. The hour shall share information on “tools” used on the field during battle/tourney, Basic walk-through on shots, sharing of drills, and open Q&A— (warning I am evil and give pop quizzes). Why come to this class? With service to our Society for over 3 decades as an East Kingdom heavy armor/ rapier combatant and marshal in heavy armor, including combat archery as well as rapier marshal, I have a tiny bit of knowledge to share. I can help you grasp a general understanding of the fun that can be had on the field. I by no means claim to be an expert on all things. What I do claim is that there are many questions and finding answers is not always easy. So, it is up to you whether you wish to take advantage of the help offered. Warning – bad dad/uncle jokes may affect your brain….
Step into the world of armored combat and let your imagination meet reality! Our Armor Combat 101 class offers a gateway into the thrilling realm of battlefield excitement. Whether you've dreamed of clashing swords like a hero from your favorite book or battling them out on the silver screen, this class aims to give you a crash course of general knowledge to help you along your journey.
The class will be led by an experienced fighter with over three decades of service in East Kingdom heavy armored and rapier combat, including stints as a marshal in both disciplines, this hour-long session is your ticket to understanding the groundwork of combat in heavy armor.
In this interactive Q&A discussion, we'll delve into the essential "tools" of the trade used on the battlefield, provide a basic walk-through on fundamental combat shots, share effective drills to hone your skills and open the floor to all your burning questions. And yes, be prepared for some brain-teasing pop quizzes – consider it a rite of passage! I humbly acknowledge that I am not the ultimate authority on all things armor combat, their wealth of experience ensures a treasure trove of knowledge waiting to be shared. Whether you're a novice seeking guidance or a seasoned warrior looking to refine your craft, this class promises insights and camaraderie amidst the clang of rattan swords. Just be forewarned: amidst the wealth of wisdom, expect a sprinkling of bad dad/uncle jokes – consider it part of the

experience!

Creating an Open Daycamp: The Publick House
sca culture, sca life
Dame Elizabethe Alles Midrealm 1 hour
Sun Aug 4 10:00 AM - 11:00 AM A&S 8
Wed Aug 7 4:00 PM - 5:00 PM A&S 8
Handouts Limit 25 $1.00
The purpose of the Publick House is to create a welcoming daycamp and hospitality space at Midrealm events that is open to all attendees regardless of rank, experience, or affiliation. We will discuss how we set up the Publick House and what we have learned so far.

Crowns & Circlets: Who's Who
newcomers, introduction, sca culture, jewelry, court, sca life
Marian of Heatherdale Ealdormere 1 hour
Sun Aug 4 11:00 AM - 12:00 PM Bog U
Wed Aug 7 12:00 PM - 1:00 PM Bog U
Crowns, crowns everywhere... but luckily there's a clever code that tells you who's who. Come enjoy a light-hearted lesson in identifying SCA Royals - there will be flash cards! Guide book provided; no handout fee.

DEIB: One Peer's Practice
deib, sca life, courtesy
Dame Ursula Mortimer Midrealm 1 hour
Sat Aug 3 1:00 PM - 2:00 PM A&S 14
Everyone's talking about DEIB now. But you may wonder what you are actually supposed to **do**, and how these initiatives may affect your experience in the SCA. A peer describes her actions and thoughts in applying principles of diversity, equity, inclusion and belonging at events, practices, and in general SCA activity.

Eight Essential Knots for the SCA Camper
other
Captain Elias Gedney East 2 hours
Sat Aug 3 9:00 AM - 11:00 AM A&S 13
Sun Aug 4 2:00 PM - 4:00 PM A&S 5
Hands-on class on how to tie eight basic and important knots that can make your camping life easier and safer.

Elevation: From Vigil to Ceremony
other
Master Dmitrii Zhirov Midrealm 2 hours
Wed Jul 31 2:00 PM - 4:00 PM A&S 8
Sat Aug 3 10:00 AM - 12:00 PM A&S 8
Whether you might one day receive a Peerage, or are a Peer with a student who might receive the honor, or might just know someone whose ceremony you'll be a part of, this class is for you. From "Your Majesties, I beg a boon" to "This do We hear, and shall never forget", we'll cover all the elements up to, in, and around the "Big Day".

Equestrian Participation and Planning
equestrian
Armiger Epy Pengelly Atlantia 1 hour
Mon Aug 5 12:00 PM - 1:00 PM A&S 7
Join THL Gesa von Wellenstein (Æthelmearc) and Epy Pengelly, Armiger (Atlantia) as they discuss how you can get involved in (or help start) equestrian in your area! We welcome event stewards and other interested parties who want to learn how to plan for equestrian at their event. We'll discuss planning from all stages -- space needs, other amenities, infrastructure, and more.

Equestrians! Improve/Enhance Your Period Look
equestrian, multiple cultures
Mistress Shishido Tora Gozen Aethelmearc 1.5 hours
Sun Aug 4 10:00 AM - 11:30 AM A&S 14
This class will focus on ways to improve or enhance your period appearance, including making and using persona-appropriate riding clothes, coverings and tack for your horse, and using heraldry. Safety issues will be discussed as well.

Estate Planning and the SCA
Master Llewellyn apTeirnon Midrealm 2 hours
Mon Aug 5 1:00 PM - 3:00 PM A&S 13
Work with a Retirement and Estates Specialist to review your heraldry, scrolls, garb, etc., as well as retirement and brokerage accounts so that you can be structured to carry out your wishes when you pass on for your heirs and for the SCA now and in the future. Beyond how to leave your goods to others, we will review the various types of beneficiaries, accounts and investments and how they can be used to benefit the SCA once you pass on. We will also review what you can and cannot do as well as how to avoid the most common pitfalls. (Note: These will be general suggestions and no investment advice will be given. I wish to keep my professional license, too.)

Exchequer 101
exchequer
The High Lord Robert atte Northclyfe Midrealm 1 hour
Mon Aug 5 3:00 PM - 4:00 PM A&S 7
Handouts Limit 25 $0.50
How to find the necessary forms and providing important web sites.

Finding Your Niche: Getting Started in A&S
newcomers
Captain Elias Gedney East 1 hour
Sat Aug 3 1:00 PM - 2:00 PM A&S 13
Sun Aug 4 9:00 AM - 10:00 AM A&S 12
Do you feel lost when thinking about A&S topics in the SCA? Do you have a specialty you are good at, but are worried it is not "medieval enough"? This class is an open discussion on how to focus on what you know and what you already do well and apply it toward a more concrete A&S presentation or class. We'll use some examples and do some brainstorming in your particular interests.

Holy Cows and Flaming Monks
other
Lord William de Hirst Atlantia 1 hour
Wed Jul 31 9:00 AM - 10:00 AM A&S 11
Handouts Limit 25
Like the Middle Ages itself, the SCA has produced its own folk saints, and what may start as an inside joke ends up looking like a real saint's cult. We'll explore some of the weirder saints to come out of the SCA, and look at the cult of St. Bunstable as a case study.

How Pennsic Works
Master Oscar Goerijs Goriszoon East 1 hour
Wed Jul 31 1:00 PM - 2:00 PM A&S 13
Wed Aug 7 1:00 PM - 2:00 PM A&S 13
Description of the administrative and operational structures of Pennsic. Preparations, setup and break-down. And, how to become part of the staff, and ultimately Mayor should that be your goal.

Identifying and Addressing Cultural Appropriation
persona, africa, dei, deib
Astemari Zahra Tesfaye Midrealm 1 hour
Mon Aug 5 1:00 PM - 2:00 PM A&S 12
Handouts Limit 25
We'll identify some of the different ways that cultures interact, including cultural appreciation, exchange, assimilation, and the problematic appropriation. We'll talk about why cultural appropriation is so harmful, in both a modern and SCA context, and explore some ways of self-evaluating and addressing our own behavior to avoid it. There will also be a discussion portion, so please bring your questions and we can explore them as a group.

Life Happens! How to Reengage in the SCA
sca life
Lady Ethne an Locha Aethelmearc 1 hour
Tue Aug 6 3:00 PM - 4:00 PM A&S 5
Handouts Limit 10 $1.00
Whatever version of Life Happened to you, there are specific things you can do to keep your toes in the water while you're away. Whether your break was one year or ten (or more!) years, there are ways to re-engage gently and with courtesy to those around you.

Making the Magic: Court Prep for a Memorable Court
Baron Arias Beltran del Valle Aethelmearc 1 hour
Fri Aug 2 2:00 PM - 3:00 PM A&S 7
Tue Aug 6 2:00 PM - 3:00 PM A&S 8
Court can be a magical moment for people in the SCA, and can be a memorable experience for those who take part or who are recognized. However, like anything else, a little preparation goes a long way to making such magic happen. We'll discuss what goes into preparation before the event, on the day, and what should be done after for official and unofficial tasks.

Meet the Mayor
pennsic, mayor
Baron Estgar æt Hrofeceastre East 1 hour
Tue Jul 30 1:00 PM - 2:00 PM A&S 13
Mon Aug 5 1:00 PM - 2:00 PM A&S 18
Have you ever wondered how Pennsic runs? Would you like to find out how to get more involved? Sit down with the Mayor for an hour and bring your questions to the tent. He will give a brief overview of the organization of Pennsic and will be happy to field your questions.

Modern Media & the SCA: Making Them Work Together
Baron Arias Beltran del Valle Aethelmearc 1 hour
Thu Aug 1 9:00 AM - 10:00 AM A&S 13
Wed Aug 7 9:00 AM - 10:00 AM A&S 12
Reaching people who are interested in the SCA can be difficult; reaching a large number at once even more so. In this class, Æthelmearc Media Liaison and broadcast journalist Baron Arias Beltran del Valle discusses how to reach out to modern media and share activities and events with them, while also adhering to Society media policies. Includes what to do (and not to do!) when the media arrives at an event. Included in the discussion will be suggestions on how to make an event more interesting to news outlets. We'll touch on rights given to the reporters and to

participants. We'll also discuss who should be involved in preparations for meeting the media at an event, and how to present the best face for your group!

Peerage Basics and Roundtable
Captain Elias Gedney East 1 hour
Thu Aug 1 10:00 AM - 11:00 AM A&S 12
A discussion-based roundtable for peers and non-peers. What is the peerage about and what can peers do better? During this session, we will talk about the peerages, the highest awards in the SCA, and we will have peers there to talk about what their peerages mean to them and how the peerages have changed their SCA experiences. Given on behalf of the late Liam St Liam.

Pennsic 101
newcomers, pennsic, sca, information
Lady Cillene O Caollaidhe East 1 hour
Tue Jul 30 2:00 PM - 3:00 PM A&S 19
Wed Jul 31 2:00 PM - 3:00 PM A&S 19
Fri Aug 2 2:00 PM - 3:00 PM A&S 19
Sat Aug 3 2:00 PM - 3:00 PM A&S 19
Tue Aug 6 2:00 PM - 3:00 PM A&S 19
Wed Aug 7 2:00 PM - 3:00 PM A&S 19
Handouts Limit 15 $1.00
Materials Limit 15 $1.00 Handouts
I hope you all are as excited about Pennsic 51 as I am! Pennsic is the largest event in the SCA, with a lot of different sights, sounds, and activities. As a new person, Pennsic can be a bit overwhelming and can certainly raise a lot of questions! During this hour I will go over the basic information to assist in making your Pennsic as enjoyable as possible! Questions are encouraged and welcome! If you want to, go to Information Point (big white tent by the Coopers Store), and buy a Pennsic Book for $5. It contains an abundance of information that we ca go over to assist in making your Pennsic more enjoyable! If not, everything is online and I'll have my book available!

Pennsic Tents: Choose, Tweak, Set-Up, Live In
newcomers, european
Lady Merswynd of Caudor Atlantia 1 hour
Fri Aug 2 9:00 AM - 10:00 AM A&S 11
Mon Aug 5 10:00 AM - 11:00 AM A&S 12
Handouts Limit 20 $5.00
What tent to get? How many people will it house? Are you camping solo? Tips for easier set up: shorter tent poles, accordion-pleated walls, mark "tab A" and "slot B" for error-free alignment. Bathtub the edge of the ground cloth to avoid "A river runs through it." Furniture and lighting. Decorative touches like chandeliers, tapestries, and rugs.

Pennsic Wagon Homes
sca life, pennsic life, wagons, homes
Mistress Rowena ni Dhonnchaidh Aethelmearc 1 hour
Fri Aug 2 10:00 AM - 11:00 AM A&S 14
Thu Aug 8 1:00 PM - 2:00 PM A&S 13
Handouts Limit 20 $2.00
A what-you-need-to-consider class: It is expensive to build a wagon to take to events, and it must be light enough to tow. Most people make the mistake of building it like a house. Basics of what to plan; what my choices have been over the 7 I have built; mistakes to avoid.

Pennsic: You're Here! Now What?
newcomers, questions and answers
Lady Cillene O Caollaidhe East 1.5 hours
Fri Aug 2 3:00 PM - 4:30 PM A&S 19
Tue Aug 6 3:00 PM - 4:30 PM A&S 19
Handouts Limit 10 $1.00
Materials Limit 10 $1.00 Handouts
You've made it to the largest SCA event in the Knowne World! Now what is there to do? This class will give you ideas for things to see, places to visit, and answer any questions about the event or the SCA, in general. If you want to, go to Information Point (big white tent by the Coopers Store), and buy a Pennsic Book for $5. It contains an abundance of information that we can go over to assist in making your Pennsic more enjoyable! If not, everything is online and I'll have my book available!

Photographers' Roundtable
photography, sca life
Master Phillip the Pilgrim Midrealm 1.5 hours
Mon Aug 5 3:00 PM - 4:30 PM A&S 12
If you like photographing the current Middle Ages, if you like documenting our history, come hang out with other photographers. We'll talk shop, strategy, hardware, processing, whatever's on your mind.

Powering Medical Devices at Pennsic
other, cpap, sca life
Master Phillip the Pilgrim Midrealm 1 hour
Sun Aug 4 10:00 AM - 11:00 AM A&S 12
More and more people are coming to camping events like Pennsic, where using commercial power for things like CPAP machines is difficult or impossible to manage. Based on 20+ years of CPAP usage and 25+ years as an amateur radio operator, I'll show you how to power your machine in the field without an extension cord.

Pursuing Peerage: Ethically Sourced Laurels
sca life, peerage, sca culture
Mistress Eithni ingen Talorgain Northshield 2 hours
Mon Aug 5 1:30 PM - 3:30 PM A&S 14
Handouts Limit 20 $2.00
In many circles, it is considered *gauche* to be seen as actively pursuing a peerage, but understanding the paths available and some of the common pitfalls can help set expectations and create a more meaningful and satisfying journey. This will be a discussion of the pursuit of peerage, specifically relating to the Laurel but with parts applicable to other peerages, in a way that supports the health and growth of the Artisan, the Order, and the Society.

Retaining 101 for Baronial Heads and Royals
retaining, attending, royals, baronial
Cailleach Dhe ingen Chiarain East 1 hour
Tue Aug 6 10:00 AM - 11:00 AM A&S 19
Handouts Limit 20
What is retaining? How does it differ from the Baronial level to the Kingdom level? Why is it important to our Game? Topics include: Who does what? What do I wear? What do I bring with me? What can I be expected to do?
There will be a how-to basics discussion, followed by a roundtable questions and answer session.

Ruling Retainers!
court, retaining, comportment, behaviour
Lady Isabella d'Allaines le Comte East 1 hour
Thu Aug 1 11:00 AM - 12:00 PM A&S 14
Tue Aug 6 11:00 AM - 12:00 PM A&S 8
Serving in a small Baronial Court, following the Queen for a day or serving the very King himself in chambers! All very important things to do. I am going to show you how from every tiny little importance to knowing their big whim. Here is how we support the movers and shakers that make it happen.

SCA 101
newcomers
Dame Morwenna Trevethan Atlantia 1.5 hours
Mon Aug 5 1:00 PM - 2:30 PM A&S 19
Getting started in the SCA: history, geography, titles, regalia. What to do in your first year; you've been called into Court - now what?

SCA Governance: Do We Have Any Choice?
THL Tristan Lechanticler East 2 hours
Wed Aug 7 10:00 AM - 12:00 PM A&S 15
A facilitated open discussion: The SCA is governed by a self-appointing board. Would international assemblies be better? Are there any opportunities for members to assert interest in having fair rules and transparent procedures in practice? To which mundane legal authorities is SCA leadership accountable? **Adult only. Controversial topics.**
Adults Only! Controversial topics.

SCA Investigations: Are We Fair Yet?
victims, me too, sca governance, bullying, assault
THL Tristan Lechanticler East 2 hours
Sun Aug 4 2:00 PM - 4:00 PM A&S 12
A facilitated open discussion: How are SCA investigations into misconduct handled? What are the results? Are we seeing DARVO - a policy to deny, attack, and reverse victim and offender? Or are we seeing properly professional respect and support for victims and achieving effective corrections to serious misconduct. **Adult: Possible triggers.**
Adults Only! possible triggers

Silverwing's "Laws": The Dream We Share
newcomers, sca culture
Master Dmitrii Zhirov Midrealm 1 hour
Wed Jul 31 11:00 AM - 12:00 PM A&S 5
Sat Aug 3 4:00 PM - 5:00 PM A&S 5
The SCA is rich in traditions, and, some would say, filthy with laws and bureaucracy. Where did some of these ideas spring from, and what do they really mean? We'll explore the foundations of these concepts, and examine some of the "norms" that help define our social group.

Street Smarts
newcomers, general populace
Dame Morwenna Trevethan Atlantia 1 hour
Mon Aug 5 3:00 PM - 4:00 PM A&S 19
What's in a name? A folkloric history of Pennsic geography: how the streets and areas of Pennsic came by their distinctive designations.

Teaching in the SCA
Maistresse Mariette de Bretagne East 1 hour
Tue Aug 6 2:00 PM - 3:00 PM A&S 18
Many of us have skills that we want to share but aren't quite sure how best to do that in an SCA setting. This course will discuss the pros and

cons of all the possible class delivery options (in person or online? synchronous or asynchronous? lecture, demonstration, or workshop?) and some pedagogical strategies for each scenario. If time allows, we will also talk about the importance of creating a class description that accurately reflects your topic and what students can expect if they choose to attend.
This class is part of a series run by the East Kingdom's MoAS staff to help promote best practices within the A&S community.

The Care and Feeding of Canvas Tentage
Captain Elias Gedney East 2 hours
Sun Aug 4 9:00 AM - 11:00 AM A&S 5
So you finally splurged on a tent and want to know how to keep it; or maybe you have or inherited one, and it has been through the wringer and you want to fix it up? Maybe you are interested in how to fix them? Learn how to keep your remote home worthy of your investment.

The History of Clan Blue Feather
newcomers, lgbt, deib, sca life
Baron Joshua MacDonald the Imperfekt Atlantia 1.5 hours
Mon Jul 29 1:00 PM - 2:30 PM A&S 13
Clan Blue Feather is the research, social, networking, and support group for the SCA's lesbian, gay, bisexual, transgender, asexual, non-binary, and related gender and sexual minority communities and their allies. Started in 1988, the Clan has since become a vibrant and important part of the SCA throughout the entire Society, from local groups to Pennsic and more. Come learn about what's been happening over the past 30+ years, what we're doing today, and what the future may hold.

The Medievalist Abroad: Greece
european
THL Vincenzo da Brescia Ealdormere 1 hour
Fri Aug 2 1:00 PM - 2:00 PM A&S 7
The Classical highlights of Ancient Greece are justifiably legendary, but its lesser-known Byzantine and Latin heritage is deeply rewarding to the student of the Middle Ages.

The Medievalist Abroad: What to See in Italy
european
THL Vincenzo da Brescia Ealdormere 2 hours
Mon Aug 5 11:00 AM - 1:00 PM A&S 8
Medieval Italy is sadly neglected by tourism bureaus that emphasize classical and Renaissance attractions. This class will highlight some of Italy's many medieval glories, financed by a golden age of profiteering from the crusades and crusaders. The class will take the Big Three of Venice, Florence, and Rome, and go on to more obscure gems.

Tips for Teaching a Better A&S Class
Lady Rosie Dubroc Midrealm 1 hour
Wed Jul 31 11:00 AM - 12:00 PM A&S 15
Handouts Limit 20
Do you have a skill or information you want to share but don't know where to start? A&S classes can be a lot of work to develop and present, especially if you have never taught before. This class aims to provide some helpful tips to make it simpler and more efficient to turn your ideas into classes that are both easy for you to teach and easy for your students to understand.

What's an MoL (Minister of the Lists)?
newcomers
Ellesbeth Donofrey East 1 hour
Wed Aug 7 3:00 PM - 4:00 PM A&S 19
Learn about the second best seat in the house for tournaments. What does an MoL do? How does it support and work with Martial Activities in the SCA? Can anyone do it? How to get started.

Writing Award Recommendations:What You Should Know
Lord Patrokles Athenaios Aethelmearc 1 hour
Tue Aug 6 5:00 PM - 6:00 PM A&S 13
If you've ever had a conversation with someone at an event and were shocked that they don't have an AoA, or other AoA-level award, grant level award, or even a peerage, and weren't sure what you could do about it, or where to begin, this class is for you. We cover writing award recommendations on all levels.

Sciences

Al-Khwarizmi's *al-Jabr*, Astronomy, and Geography
middle eastern, science, math
Maheshti al-Baraniya Lochac 1 hour
Tue Jul 30 11:00 AM - 12:00 PM A&S 8
Handouts Limit 15 $0.50
Muammad ibn Ms al-Khwrizm (c.780 – c.850) is credited with developing algebra. His most famous work details how to solve linear and quadratic equations, shown as expansions from Euclid's Elements. He continues to build on this in other works including geometric spherical projection, and astronomic analysis. His work enables one to go from the discworld of Euclid to roundworlds and concave projections. He was a Persian working for the Muslim Abbasid regime in Baghdad. He was part of the "House of Wisdom", which contained the first large collection of academic books since the destruction of the Library of Alexandria. His books were used as the bedrock that built not only mathematics and sciences; but enabled the throwing of round cannon balls into square castles. This class will include maths, history, TLDR, and "why do I care" on this golden age of this "House of Wisdom" scholar.

Alchemy 101: An Introduction
Master Michael Graham OL East 1 hour
Thu Aug 8 12:00 PM - 1:00 PM A&S 12
Information relevant to the basic understanding of what constitutes the structure and history of the practice of alchemy.

Beginning Mead Making
Mrs. Lady Sibylla de Blakeleye East 3 hours
Tue Jul 30 12:00 PM - 3:00 PM A&S 11
Mon Aug 5 12:00 PM - 3:00 PM A&S 11
Handouts Limit 5
Materials Limit 5 $30.00 1 gallon glass jug with lid, air lock and bung $14. Auto siphon with tube and racking cane $13. Wine Yeast, a portion of One-Step cleaning solution, and 1 gallon of spring water $3.
This class is designed for anyone **21+** who is interested in learning how to brew the oldest drink in history. No experience required. $30 equipment fee gives each student all of the basics to brew one gallon of mead (1 gallon glass jug, spring water, yeast, air lock, cleaning solution, racking cane and siphon.) Purchase and bring your own honey.

Adults Only! Alcohol tasting

Birds of Pennsic
Tristyn of Gryffyn's Keep Aethelmearc 1 hour
Thu Aug 1 9:00 AM - 10:00 AM Bog U
Thu Aug 8 9:00 AM - 10:00 AM Bog U
Do you ever wonder about the various bird life seen around the lake, the battlefields, and other areas of Pennsic? Join a naturalist that can show you various methods for identifying some of our most common avian fauna. From memory, to field guides, to utilizing the magic box we secretly keep in our bags, there's various identification methods!

Divination: Advanced Topics
divination, magic, fortunetelling, occult
Dr Henry Best Midrealm 1 hour
Wed Aug 7 11:00 AM - 12:00 PM A&S 12
Real talk for would-be scryers, diviners, fortune tellers. Starting out. Choosing your oracular system. Applied intuition. Resources. Ethics. Duty of care. Emergency situations. My previous divination classes are recommended but not required.

Divination: Cards Including Tarot
divination, magic, occult, cards, tarot
Dr Henry Best Midrealm 1 hour
Mon Aug 5 11:00 AM - 12:00 PM A&S 12
Cartomancy: Imagine a storybook filled with pages and pictures, but with the spine removed, and the pages reordered by Dame Fortuna to tell each person's life story. That book is a deck of cards, and this class will teach you how to read it. Fortune-telling theory and practice with regular and tarot decks. We will end class with a miraculous demonstration of the seer's art.

Divination: Casting of Lots
divination, magic, occult, fortunetelling
Dr Henry Best Midrealm 1 hour
Sun Aug 4 11:00 AM - 12:00 PM A&S 12
Divination by sortilege, or interpretation of randomized objects, such as coins, bones, dice, runes, cards, pages of books. We will test several of these ancient oracular systems by asking them questions provided by the class.

Divination: Scrying and Intuition
divination, magic, occult, fortunetelling
Dr Henry Best Midrealm 1 hour
Tue Aug 6 11:00 AM - 12:00 PM A&S 12
A speculative class on divination via access to your own subconscious intuition. We'll explore scrying and ideomotor systems such as pendulums and dowsing. Learn to hack your own mind. You know more than you think you know. We will end class with a miraculous demonstration of the seer's art.

Evolution of Tack
equestrian, multiple cultures
Mistress Shishido Tora Gozen Aethelmearc 1.5 hours
Fri Aug 2 11:00 AM - 12:30 PM A&S 7
Focuses on how horse tack (or "furniture" which includes saddles, bridles, bits, etc.) has evolved through time from the middle ages to the present day. The emphasis will be on applying this knowledge to designing equestrian equipment for use in the SCA that is both historically accurate and safe.

Extracts and Liqueurs
Mrs. Lady Sibylla de Blakeleye East 2 hours
Thu Aug 1 10:00 AM - 12:00 PM A&S 10
Wed Aug 7 12:00 PM - 2:00 PM A&S 10
Handouts Limit 5
Materials Limit 5 $20.00 Glass receptacle $5. Choice of fruits, herbs, and/or spices $10. Honey, sugar syrup, or agave $5.
Learn how to infuse fruits and/or herbs/spices in previously distilled spirits and how to then turn extracts into palatable and pleasurable tasting liqueurs. **21+**
Adults Only! Alcohol

Forage the Invaders
Tristyn of Gryffyn's Keep Aethelmearc 1 hour
Thu Aug 1 4:00 PM - 5:00 PM A&S 13
Sun Aug 4 5:00 PM - 6:00 PM A&S 13
Foraging responsibly is easy if you stick to invasive plant species. In many parts of North America, plant species have been brought to this continent by European settlers either intentionally or accidentally and have since become naturalized. This class will look at some examples of these plants, how to identify them, and their period uses in their native lands. Handouts with recipes will be available.

Gardens of the Gods
botany
Baroness Sadira bint Wassouf Aethelmearc 1 hour
Tue Aug 6 1:00 PM - 2:00 PM A&S 8
Handouts Limit 20
There are many common plants which were once significant to gods and goddesses from all over the world. Here is s fun way to learn what the plants look like and why they were beloved in a safe, totally accessible setting. Suitable for any age.

History of Gunpowder and Gunpowder Weapons
black powder, multiple cultures
Master Michael Graham OL East 1 hour
Sat Aug 3 2:00 PM - 3:00 PM A&S 5
The instructor will provide documentation and sources to give an overview of the introduction of gunpowder and gunpowder weapons to Western Europe in the late medieval and Renaissance periods.

Insects of Pennsic
Tristyn of Gryffyn's Keep Aethelmearc 1 hour
Sat Aug 3 10:00 AM - 11:00 AM Bog U
Mon Aug 5 9:00 AM - 10:00 AM Bog U
Moths, butterflies, and beetles, oh my! Pennsic has so many intriguing insects and other crawling species that we can't help but notice. Join a naturalist to learn how to about some of the most common creatures and how to find them as well as identify them. We'll go over various identification methods from field identification, field guides, and resources available on the magic box that some of us secretly carry in our pockets.

Intermediate Mead-Making
mead
Mrs. Lady Sibylla de Blakeleye East 3 hours
Wed Jul 31 12:00 PM - 3:00 PM A&S 11
Tue Aug 6 12:00 PM - 3:00 PM A&S 11
Handouts Limit 5
Materials Limit 5 $30.00 A second glass jug with lid, air lock, and bung $14. Choice of fruits, herbs, and spices $7. A jug brush $3. Miscellaneous items $6.
This class picks up where the basic mead-making class left off. Students will learn more about *metheglens, melomels, bochets*, and other ways to flavor meads. **21+**
Adults Only! Alcohol

Medieval Falconry; Sport, Science, and Society
science, history, society
Ms. Josephine of Flanders Aethelmearc 1 hour
Mon Aug 5 10:00 AM - 11:00 AM Battlefield Loud 2
Tue Aug 6 2:00 PM - 3:00 PM Battlefield Loud 2
Handouts Limit 1 $1.00
Gain an understanding of the scientific adaptations that empower of birds of prey for a life of hunting. Throw in some history highlighting the importance of the sport of falconry during medieval times. Next (this is the fun part) take part in a falconry play that shows the social interactions of the people involved in a falconry hunt. It was written by the late Duncan Blackwater, Master Falconer.

Natural Hair Dye: Henna and Beyond
multiple cultures
THL Ghazalah al-Badriyyah East 1 hour
Sat Aug 3 10:00 AM - 11:00 AM A&S 5
Handouts Limit 10 $0.50
Learn how to use period dye techniques and materials to make your hair red, black, brown, or just shinier, healthier, and longer than ever. We'll focus on henna but explore other herbs to color and protect hair naturally without dangerous chemicals.

Night Sky over Pennsic
astronomy
Judith of Massam East 1 hour
Fri Aug 2 9:00 PM - 10:00 PM University Point
Tue Aug 6 9:00 PM - 10:00 PM University Point
Come enjoy the night sky over Pennsic and learn to identify some classical constellations, weather permitting.

Oil Lamps Made Easy!
multiple cultures
Master Bedwyr Danwyn Aethelmearc 1 hour
Fri Aug 2 10:00 AM - 11:00 AM A&S 4
Tue Aug 6 10:00 AM - 11:00 AM A&S 4
Handouts Limit 50 $3.00
Learn how period, safe and easy oil lamps are! Obtaining lamps, fuel and wicks are quite inexpensive and easy, but to burn oil lamps requires knowledge of some simple but not-obvious tricks. The focus of this class is on the "how to" of being able to light your Pennsic camp with a single bottle of common cooking oil.

The Astrolabe in Theory and Practice
astronomy, maghribi
Master Richard Wymarc Atlantia 2 hours
Mon Aug 5 12:00 PM - 2:00 PM A&S 16
Handouts Limit 15 $5.00
We'll discuss the history and theory of the astrolabe and provide extensive hands-on practical experience. This year the focus will be on uses in Islamic culture. Details at http://astrolabeproject.com.

The Humoral Doctrine
european
Master Michael Graham OL East 1 hour
Sat Aug 3 9:00 AM - 10:00 AM A&S 5
The instructor will provide historical structure and documentation to explain the history of the concept of the Humoral Doctrine as it relates to the practice of medicine in Western Europe during the late medieval and Renaissance periods.

Throw Away Your Wristwatch
astronomy, multiple cultures
Master Maximilian der Zauberer. Midrealm 1 hour
Thu Aug 1 5:00 PM - 6:00 PM A&S 5
Tue Aug 6 5:00 PM - 6:00 PM A&S 2
Handouts Limit 30 $5.00
Learn period methods of timekeeping to tell time day and night at Pennsic. Discussion of scientific principles so you can tell time anywhere, anytime. $5 Handout fee is optional.

Training the War Horse
equestrian, multiple cultures
Mistress Shishido Tora Gozen Aethelmearc 1.5 hours
Sat Aug 3 10:00 AM - 11:30 AM A&S 14
A trained warhorse was a highly prized commodity in the medieval period, as it is today. Training the horse to work with its rider in order to compete in the tournament entails desensitization to scary objects, response to leg clues, as well as other skill-building techniques. This class will focus on preparing a horse to participate in SCA-type equestrian activities. Ownership of a horse is not required, though an understanding of basic horsemanship skills will be beneficial. This is **not** a mounted class.

Using a Stick-Driven Pottery Wheel
pottery, arts and crafts, studio arts, ceramics
Baron Gilebert le braceeur de Dijon Midrealm 2 hours
Mon Aug 5 10:00 AM - 12:00 PM Cynnabar W02
Tue Aug 6 12:00 PM - 2:00 PM Cynnabar W02
Covers the construction, use and demonstration of a period-style momentum potter's wheel. Basics of how the wheel works, why I built one, and the effect it had on the pottery industry throughout history. Comparison to earlier hand wheels or hand-built methods and contemporary kick wheels will also be discussed.

Using an Abacus
Baroness Gwenllyen the Minstrel Midrealm 2 hours
Wed Jul 31 9:00 AM - 11:00 AM A&S 15
Materials Limit 10
Counting, adding and subtracting on an abacus. There will be abacus to practice with. Math is **fun!!!!**

Women and Non-Binary Physicians, Midwives... - CCt
medicine, multiple cultures, european, health, midwife, healers, non-binary, womens history
Honourable Ciana Scholari di Polcenigo Northshield 1 hour
Tue Aug 6 4:00 PM - 5:00 PM Courtesan College
Open discussion about pre-17th century women, non-binary, and non-gender conforming healers. A short list: Trota of Salerno, Hildegard of Bingen, Dorotea Bucca, Mercuriade, Joseph of Schonau, Rebecca de Guarna, Jacqueline Felice de Almania, Isabiau la Mergesse, Adelmota of Carrara, Loredana Marcello, Elinor Sneshell, Leoparda, Marcella. Please feel welcome to bring your favourite to discuss.

Spinning

But is it Really Flax? A Tour of Bast Fibers
flax fiber, drop spindle, spinning
Mistress Fiadnata ó Gleann Àlainn Midrealm 2 hours
Thu Aug 1 2:00 PM - 4:00 PM Fiber Arts Pavillion - Atlantean Royal
Thu Aug 8 11:00 AM - 1:00 PM Fiber Arts Pavillion - Atlantean Royal
Materials Limit 10 $5.00 10 gram samples of 5 different bast fibers; drop spindles
Being able to distinguish between different fibers in textiles is an important point of concern in textile archaeology. Animal fibers are all easily identified, but bast fibers have always been difficult. Let's take a look at several of them and see what each is like and how well they spin on a drop spindle.

Drafting and Distaff
spinning
Morwenna O Hurlihie East 1 hour
Tue Aug 6 1:00 PM - 2:00 PM Bog U
Handouts Limit 8
How you treat your fiber will change what type of yarn you end up with. Come experiment with a distaff and discover how silly modern spinners are for not using one. Try out cards vs combs and see the different preparations they make. Try different drafting methods and see how yarns behave differently. *Attendees should know how to spin.* Spindle and fiber will be provided, but feel free to bring any spinning implement or fiber you may already possess.

Drafting and Distaff
spinning
Morwenna O Hurlihie East 1 hour
Sun Aug 4 2:00 PM - 3:00 PM A&S 18
Handouts Limit 8
How you treat your fiber will change what type of yarn you end up with. Come experiment with a distaff and discover how silly modern spinners are for not using one. Try different drafting methods and see how yarns behave differently. Attendees should know how to spin. Spindle and fiber will be provided, but feel free to bring any spinning implement or fiber you may already possess.

Drop Spinning 101
spinning, european
Baroness Catherine of Deva Midrealm 2 hours
Tue Jul 30 2:00 PM - 4:00 PM A&S 13
Mon Aug 5 2:00 PM - 4:00 PM A&S 5
Want to learn to drop spin or have had a hard time picking it up? Come and learn using a high whorl spindle. Spindles and wool will be provided. Spindles can be purchased for $3.00.

Fine Linen and Not So Fine: Analysis Tools
flax fiber length, handspun flax history, linen quality
Mistress Rhiannon y Bwa Aethelmearc 1 hour
Thu Aug 1 10:00 AM - 11:00 AM A&S 4
Mon Aug 5 10:00 AM - 11:00 AM A&S 4
Handouts Limit 20 $2.00
Materials Limit 20 $1.00 handout copying fee and test card of linen samples for analysis
Is modern linen - yardage, sewing thread, cord, shoemakers' singles and vintage "linen" - really the same as the handspun linen line flax and tow from the time before the machines took over processing all these items? **18+.**
Adults Only! sharp items and heat of candle used in class during textile analysis

Learn to Spin
spinning
Morwenna O Hurlihie East 1 hour
Wed Jul 31 12:00 PM - 1:00 PM A&S 18
Handouts Limit 8
Focusing on the park-and-draft method, we'll walk through the basics of how to spin wool into yarn. This is intended for people who have never spun before, or people who need a refresher for that spindle they bought three years ago and never quite figured out. We will focus on basic spinning techniques, not necessarily period techniques. Spindle and fiber will be provided, but feel free to bring any spinning implement or fiber you may already possess.

Learn to Spin
spinning
Morwenna O Hurlihie East 1 hour
Wed Aug 7 1:00 PM - 2:00 PM Bog U
Handouts Limit 10
Focusing on the park-and-draft method, we'll walk through the basics of how to spin wool into yarn. This is intended for people who have never spun before, or people who need a refresher for that spindle they bought three years ago and never quite figured out. We will focus on basic spinning techniques, not necessarily period techniques. Spindle and fiber will be provided, but feel free to bring any spinning implement or fiber you may already possess.

Retrieving Retted Flax at Pennsic
spinning
Mistress Fiadnata ó Gleann Àlainn Midrealm 1 hour
Fri Aug 2 2:00 PM - 3:00 PM Fiber Arts Pavillion - Atlantean Royal
Thu Aug 8 5:00 PM - 6:00 PM Fiber Arts Pavillion - Atlantean Royal
Flax is one of the oldest fibers used by man to create thread for weaving, but how do they get the fibers *out* of the flax plants? Retting is the term used for the process of "rotting" the plant fiber enough to release the bast fibers within the plants so they can be separated from the other plant material and used for spinning and weaving. We will be retrieving the bundle of flax we put in to ret in the creek near the Fiber Arts Pavilion.

Retting Flax at Pennsic
spinning
Mistress Fiadnata ó Gleann Àlainn Midrealm 1 hour
Tue Jul 30 2:00 PM - 3:00 PM Fiber Arts Pavillion - Atlantean Royal
Mon Aug 5 1:00 PM - 2:00 PM Fiber Arts Pavillion - Atlantean Royal
Flax is one of the oldest fibers used by man to create thread for weaving, but how do they get the fibers *out* of the flax plants? Retting is the term used for the process of "rotting" the plant fiber enough to release the bast fibers within the plants so they can be separated from the other plant material and used for spinning and weaving. We will be putting a bundle of flax to ret in the creek near the Fiber Arts Pavilion.

Spinning Flax
flax, fiber arts
kennari Aibhilin kennari fra Skye Ealdormere 2 hours
Thu Aug 1 10:00 AM - 12:00 PM A&S 11
Tue Aug 6 11:00 AM - 1:00 PM A&S 10
Handouts Limit 10
Materials Limit 10 $15.00 6 oz strict of flax for spinning, Also some about an oz of tow to try.
How to prepare and spin your flax into linen. Please bring a drop spindle or spinning wheel and a small container for water. If you have a distaff, bring it. You should already know how to spin other fibers but if you do not, that is not an issue. We will figure it out.

Viking Wools for Fiber Artists
spinning, european
THL Æsa Helgulfsdottir Aethelmearc 1 hour
Mon Aug 5 2:00 PM - 3:00 PM A&S 18
Materials Limit 20 $20.00 Wool roving samples from 20 breeds of sheep
Come explore the many options for plausibly Viking Age wools. Students will recieve a roving sampler pack of North European short-tailed breeds to create a reference for their future projects. Breeds will include those from England, Scotland, the Faroe Islands, Finland, Norway, Sweden and Iceland. Materials available for 20 participants, but others are welcome to take notes and feel the fiber samples.

Weaving

Advanced Inkle Weaving
inkle weaving
THL Barbara Web Barbara Webster Midrealm 3 hours
Wed Aug 7 1:00 PM - 4:00 PM Touch the Earth
Materials Limit 5 $5.00 Yarn, handout1
Learn Baltic pickup on the inkle loom. Bring your own loom or borrow one of ours. All supplies are provided. Class limit 6.

Beginning Inkle Weaving
inkle weaving
THL Barbara Web Barbara Webster Midrealm 3 hours
Sat Jul 27 1:00 PM - 4:00 PM Touch the Earth
Wed Jul 31 1:00 PM - 4:00 PM Touch the Earth
Thu Aug 1 1:00 PM - 4:00 PM Touch the Earth
Materials Limit 6 $5.00 handout, thread, 2 colors. approximately 70 yards total per student.Use of equipment
Learn to create beautiful trim for your garb. We

will cover how to read an inkle pattern, how to set up and weave efficiently on the inkle loom. Bring your own loom and shuttle, or borrow one/both. Supplies provided: #10 cotton crochet thread/equivalent, in two colors; scissors; paper and pencil for notes. If you prefer, you may bring your own cotton yarn. Limit 6.

Card Weaving 101:How to Not Be Afraid of Your Loom
weaving
Lady Chana Freidl the Maker East 1.5 hours
Wed Jul 31 10:00 AM - 11:30 AM A&S 13
Mon Aug 5 4:00 PM - 5:30 PM A&S 18
Card weaving can be daunting if you've never done it before. Let me help you get over your fears! This will be a hands-on class on the basics of card weaving, including helpful tips, tricks, and tools I have found to make it easier. Bring your projects and your questions if you'd like, or we can just talk about what to do to get your project started!

Card Weaving Basics
fiber arts, card weaving, tablet weaving
Baron Egill the Loomwright No Kingdom 1.5 hours
Wed Jul 31 10:00 AM - 11:30 AM Pine Box Traders
Sun Aug 4 2:00 PM - 3:30 PM Pine Box Traders
Materials Limit 5 $10.00 cards, string, & instructions
Using the continuous warping method, you will warp the loom and weave a small strap or trim piece on our mini-card loom. Classroom loaner looms provided. Class limited to 5 looms. Fee covers string, cards, and instructions; take your work home with you.

Exploring the Bow Loom: Walk Around Weaving
weaving loom, 12th century card weaving, 12th century, latvia
Mistress Rhiannon y Bwa Aethelmearc 1 hour
Wed Jul 31 1:00 PM - 2:00 PM Bog U
Sat Aug 3 1:00 PM - 2:00 PM Bog U
Handouts Limit 10 $1.00
Teacher will demo making a bow loom (inspired by Latvian instructions) to produce narrow patterned bands in wool or wool/linen using cards or pickup methods. These bow looms can be found In several countries. Check out Durham Weaver/Susan Foulkes online sources. Teacher encountered them in a Swedish Carl Larsson painting and sourced instructions from a Latvian weaver friend and her Latvian historic sources. These looms work best with narrow bands. Latvian archaeological bands date back to the 12th century using card weaving which seems to have transitioned to pickup weaves after the 1600s. A surviving bow loom was found in a peasant cottage context and preserved in 1928. The setup of a bow loom requires no special material. All natural materials. Hands on if the class is small. **Note:** Asking for BOG U location.

Fabric Weaving on a Rigid-Heddle Loom
weaving, weaving loom, hands on
Marian of Heatherdale Ealdormere 1 hour
Thu Aug 1 1:00 PM - 2:00 PM Bog U
Mon Aug 5 3:00 PM - 4:00 PM Bog U
How do you make fabric if you don't have the space for a huge loom? Come try some hands-on weaving with the teacher's modern rigid-heddle loom. Discussion and handout about medieval-style looms provided, no materials fee.

Family Stick Weaving
weaving, family friendly
Baron Egill the Loomwright No Kingdom 1 hour
Sat Aug 3 10:00 AM - 11:00 AM Pine Box Traders
Tue Aug 6 12:00 PM - 1:00 PM Pine Box Traders
Materials Limit 15 $7.00 Sticks, string, & instructions
Family-oriented stick weaving is a simple, weft-based weaving method that is great for making belts and straps. It is able to be upgraded to make everything from shawls to rugs. Fee covers sticks and string; take your work home with you. Youth welcome with parent or guardian.

Inkle Weaving Basics
weaving, inkle weaving
Baron Egill the Loomwright No Kingdom 1 hour
Wed Jul 31 2:00 PM - 3:00 PM Pine Box Traders
Sat Aug 3 2:00 PM - 3:00 PM Pine Box Traders
Mon Aug 5 4:00 PM - 5:00 PM Pine Box Traders
Materials Limit 10 $7.00 weaving materials, string, & instructions
Using the continuous warping method, you will warp the loom and weave an inkle strip. Classroom loaner looms provided. Class limited to 10 looms.

Introduction to Tablet Weaving
beginner, introduction, intro, hands on, crafts, fiber arts, card weaving, tablet weaving, weaving
Mistress Ciara McRobbie East 1 hour
Thu Aug 1 1:00 PM - 2:00 PM A&S 1
Thu Aug 8 11:00 AM - 12:00 PM A&S 1
Materials Limit 10 $5.00 Cards, cotton thread, carabiner clip
Hands-on class where students will learn how to read a pattern, thread cards to follow the pattern, and how to turn the cards to create the design.

Loom-Woven Pouch
weaving
Baron Egill the Loomwright No Kingdom 1.5 hours
Sat Aug 3 4:00 PM - 5:30 PM Pine Box Traders
Tue Aug 6 10:00 AM - 11:30 AM Pine Box Traders
Thu Aug 8 11:00 AM - 12:30 PM Pine Box Traders
Materials Limit 10 $13.00 loom, string, & instructions
Create a tabby-woven pouch on a one-piece loom. Class limited to 10 looms.

Rake Peg Loom Basics
weaving
Baron Egill the Loomwright No Kingdom 1.5 hours
Fri Aug 2 4:00 PM - 5:30 PM Pine Box Traders
Mon Aug 5 10:00 AM - 11:30 AM Pine Box Traders
Wed Aug 7 12:00 PM - 1:30 PM Pine Box Traders
Materials Limit 10 $25.00 loom, yarn & instructions
The tabletop rake peg loom, also known as a rake loom, is a step up from stick weaving. The base allows you to do a wider piece. Class limited to 10 looms.

Sprang Basics
weaving, sprang
Baron Egill the Loomwright No Kingdom 1.5 hours
Sun Aug 4 10:00 AM - 11:30 AM Pine Box Traders
Tue Aug 6 2:00 PM - 3:30 PM Pine Box Traders
Thu Aug 8 2:00 PM - 3:30 PM Pine Box Traders
Materials Limit 5 $25.00 loom, accessories, string, & instructions
Using the twisted warp-based weaving of sprang, create a useful pouch. Loom kit, yarn, and instructions included in class.

Stick Weaving
weaving
Baron Egill the Loomwright No Kingdom 1 hour
Tue Jul 30 4:00 PM - 5:00 PM Pine Box Traders
Sun Aug 4 4:00 PM - 5:00 PM Pine Box Traders
Materials Limit 15 $8.00 Sticks, string, & instructions
Stick weaving is a simple, weft-based weaving method. Great for making belts and straps. Upgradable to make everything from shawls to rugs. Sticks and string provided; take your work home with you.

Tablet Weaver's Tea
tablet weaving, card weaving
Dominus Herveus d'Ormonde Atlantia 2 hours
Thu Aug 8 3:00 PM - 5:00 PM White Wolf and Phoenix, space 120
A social gathering to meet other tablet weavers, show off your weaving, and see others' weaving.

Tapestry Frame Weaving Basics
weaving
Baron Egill the Loomwright No Kingdom 1.5 hours
Sat Aug 3 12:00 PM - 1:30 PM Pine Box Traders
Mon Aug 5 2:00 PM - 3:30 PM Pine Box Traders
Wed Aug 7 10:00 AM - 11:30 AM Pine Box Traders
Materials Limit 8 $25.00 loom, accessories, yarn & instructions
A simple introduction to frame weaving such as tapestry, etc. Class limited to 10 looms. Loom, accessories, yarn and instructions included in class.

Twine Woven Bags
native american, weaving, twining
Mistress Constance Glyn Dwr Aethelmearc 3 hours
Wed Aug 7 2:00 PM - 5:00 PM A&S 11
Handouts Limit 15 $3.00
Materials Limit 8 $15.00 Frame per person $9 Jute/HempTwine per person $6
Learn open-weft twining - an ancient weaving technique for clothing, bags, and other items - to make a panel bag. Hands-on, make-and-take class. Strings of twisted cordage are used to twine the structure of the bags, both the warp and

weft. Class includes frame and twine to get you started.

Warping a Warp-Weighted Loom
weaving, warp-weighted loom
Mistress Fiadnata ó Gleann Àlainn Midrealm 3 hours
Mon Aug 5 10:00 AM - 1:00 PM Fiber Arts Pavillion - Atlantean Royal
Tue Aug 6 10:00 AM - 1:00 PM Fiber Arts Pavillion - Atlantean Royal
This is a two-session, hands-on class from creating the warp to setting up weaving. We will be working in teams and everyone will have plenty of hands-on experience. This class is taught in two 3-hour parts over two days. The first session will be taught on Mon., Aug. 1st, 10 am - 1 pm, will cover creating the warp. The second session on Tues., Aug. 2nd, 10 am - 1 pm, will cover putting the warp on the loom.

Woodworking

***Kolrosing* Basics**
THL Katrina Prebensdottir Ealdormere 1.5 hours
Wed Aug 7 12:00 PM - 1:30 PM A&S 11
Materials Limit 10
Kolrosing is the ancient artform of inscribing a pattern onto wood or bone and highlighting it with a pigment. It is still practiced by the Sami people today. This is a hands-on class where students will make and inscribe their own designs onto a wood base that they can take home with them for further refinement or use.

Build a Rapier Tower IKEA-Style
rapier
Master Ælfwine Pyttel Midrealm 1 hour
Tue Aug 6 4:00 PM - 5:00 PM Rapier Tent
Tired of using hay bales for the corners of walls and having "That Talk" with your opponent because the shot breached the air above the hay bale? Have you been a marshal with a staff trying to be the corner and praying "Not the Face!" Well, in this class you will learn how easy it is to build a flat pack rapier tower that will be sturdy enough to lean up against, easy to take down and easy on your storage space. Class handouts will include cutting diagrams, parts lists and tips on construction for hand tool and power tool users.

How to Carve a Viking Duck
Master Nigel leHaie No Kingdom 1 hour
Sun Aug 4 12:00 PM - 1:00 PM Bog U
Spend a pleasant hour learning how to carve a toy Viking Duck out of wood, similar to one found in the Birka dig. All materials and tools will be provided. There is no cost for this class. **You must be at least 14 to take this class.** It involves a very sharp and pointy knife.
You must have your mothers or wife's permission to take this class.
Bandages will be provided.
Adults Only! Very sharp tools

How to Carve a Viking Duck
Master Nigel leHaie No Kingdom 1 hour
Wed Jul 31 1:00 PM - 2:00 PM A&S 10
Mon Aug 5 11:00 AM - 12:00 PM A&S 10
Spend a pleasant hour learning how to carve a toy Viking duck out of wood, similar to one found in the Birka dig. All materials and tools will be provided. There is no cost for this class. You must be at least 14 to take this class. It involves a very sharp and pointy knife. You must have your mother's or wife's permission to take this class. Bandages will be provided.
Adults Only! Very sharp tools

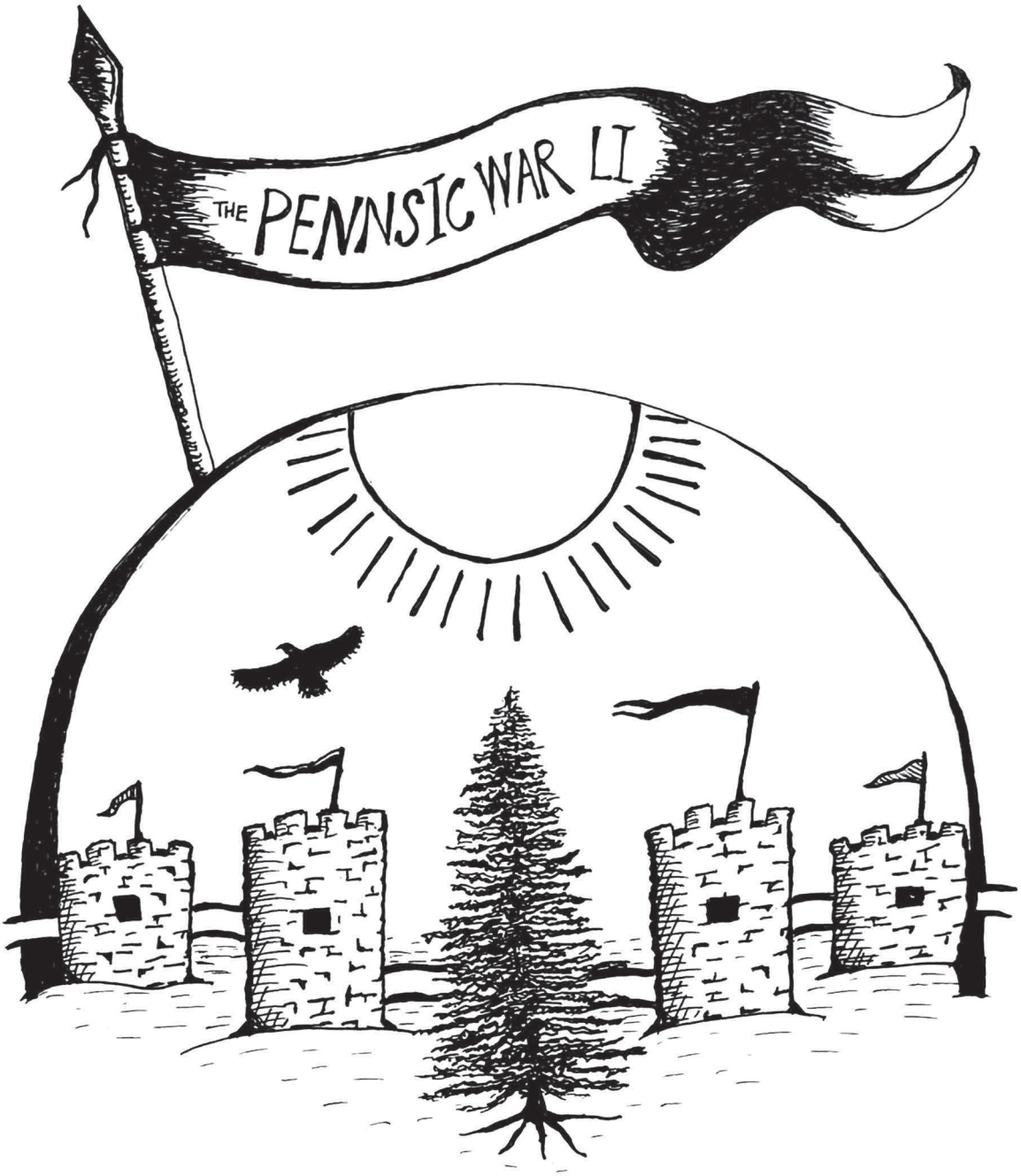
How to Make Period Furniture that Packs Flat
wood, european
Lady Merswynd of Caudor Atlantia 1 hour
Thu Aug 1 9:00 AM - 10:00 AM A&S 12
Sat Aug 3 11:00 AM - 12:00 PM A&S 12
Handouts Limit 30 $5.00
Learn how to make medieval-style beds, tables, and cooler chests that pack flat for travel and snap together in minutes. Requires a beginner's level of skill and simple tools.

Learn How to Make a Little Mary Rose 6-Board Chest
woodworking
THL Otelia d'Alsace Aethelmearc 3 hours
Mon Aug 5 1:00 PM - 4:00 PM Woodworking - Barony of Thescorre N08
Handouts Limit 4 $2.00
Learn how to make a Little Mary Rose 6-board chest! You won't have time to make an entire chest but you will practice how to do everything required with normal home maintenance tools and home center lumber. Limit 4 students, sensible teens welcome! Chest is about 12x18x24", excellent spare camp seating. We will produce two chests available for the cost of materials (~$50-60 depending on current lumber prices) and you can take it home as a flatpack with a package of nails.
Adults Only! Sensible teens with adult welcome, can't have horseplay with sharp tools.

Making a "Glastonbury Lite" Chair
persona, other
Baron Erick der Rotnacken Midrealm 1.5 hours
Fri Aug 2 1:30 PM - 3:00 PM A&S 12
Handouts Limit 20
Tired of cheap folding chairs? Learn some tips and techniques to make a Glastonbury chair that folds flat, looks period, doesn't require pins or pegs, and holds at least 300 pounds.

Period Portable Furniture You Can Make
wood, european
Master Cariadoc West 1 hour
Fri Aug 2 3:00 PM - 4:00 PM Enchanted Ground - W09
Chairs, tables, and a bed, all based on period designs. At least one chair, one table, and the bed are simple enough so that someone with only basic tools and no expertise should be able to make them.

Woodworking Open Workshop
woodworking
THL Otelia d'Alsace Aethelmearc 3 hours
Wed Aug 7 1:00 PM - 4:00 PM Woodworking - Barony of Thescorre N08
We will have 6 hand-tool woodworkers in camp and will have a couple tool benches set up under a 16' square sunshade. Come play with us! Got some tool you can't make work or don't know how to sharpen? Bring it along! Missed the Monday Little Mary Rose class? Come take pictures of ours and see how easily it is constructed. Small portable projects (spoons?) welcome. **Kids are welcome with adults; our tools are sharp!**
Adults Only! Kids welcome with adults, our tools are sharp!



OHIARIHKÓ:WA 26 - SESKÉHA 11, 2024

JULY 26 - AUGUST 11, 2024